

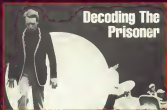
# micro Adventurer

December 1983 75p

Software  
round-up

Programming  
solutions

Sink the  
Enterprise in  
our war game



Decoding The  
Prisoner

**COMPETITION**  
Twenty Level 9  
games to be  
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BBG September 1987

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Your Computer September 1987

It is not a game, it is a game. It is a game. It is a game. It is a game.  
It is a game. It is a game. It is a game. It is a game. It is a game.  
It is a game. It is a game. It is a game. It is a game. It is a game.

Computer & Video Games September 1987

It is a game. It is a game. It is a game. It is a game. It is a game.  
It is a game. It is a game. It is a game. It is a game. It is a game.

More Computing Weekly 30th April 1987

There are three new (and) adventures on offer from Level 3. The  
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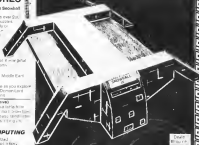
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## EDITORIAL

THE FIRST ISSUE OF *Micro Adventurer* was given a warm reception. Our feedback responses. The quality and quantity of adventures being published is increasing constantly — as is the interest in them, judging by the amount of e-mail received. Although the way Infocom's Zork has broken the top-selling software charts on the US — placing each well before any other revenues as Progress and Zaxxon along the way. Americans don't often have a taste of preferring "cheat" "save" games to pass teaching systems, but their interest in Zork suggests otherwise. The most likely candidate for their success in the industry is Vellekoop — a lot of money spent on advertising on promoting the adventure, and a quality game eventually arriving to people from the internet.

For the subject of cheats and advertising is a very one for many software houses. Smaller suppliers argue that important advertising can create a bigger market for an adventure than a "cheat" — what looks a good on the site doesn't necessarily look so good on the water. And companies spending a lot on advertising are often those whose adventures are worked by the mass reviewer, many of whom provide the data for the charts. An appearance in these listings is another boost to sales. Even data is compiled by independent organizations may be less than reliable if the algorithms against the mass industry is equivalent to my profit.

These two issues come down to disputes about how accurately the charts reflect sales and whether the top ten best sellers are necessarily the best ten games. Obviously the best algorithm involves matters of taste which cannot be resolved — who can really say whether one is truly "advancing" which have your imagination free to wander, or better than the plus graphics although one can have a lot of fun using the word. But to more than the plus graphics, industry it's been seen that "Top of the Pops" is far from being as "blatant" the people who argue they have less taste with popular taste, or maybe the BBC. Has the trend with its audience? It is impossible to work out whether these charts are or reflect popular taste. People who think the former usually argue that better taste, for software exists outside the charts. But reviewers can be caught knowing their own over indulged taste rather than those of the people whose purchasing power is responsible for their products.

This is a familiar problem to magazines such as *Micro Adventurer* — the danger that software reviewers lose track of what is really of interest to their readers (although so far readers have been quick to let us know of their opinions after to read). The success of Zork's dual title to combine these two areas, but it may actually good to see the advent are rising high as the American charts. Nobody could dispute the success — or its intent.

# The ultimate adventure for the Dragon 32



An epic three part journey, taking up over 90K of memory. Packed with features, this is the ideal family entertainment. Solve the mystery of the diary before time runs out! You start in the serene English countryside, then travel through the bustling London streets, to further adventures in France, Germany, Italy and Turkey with a thrilling climax in Israel. The most comprehensive adventure yet for the Dragon. With hi res graphics and text.

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LETTERS

Send your hints, suggestions, complaints and compliments to Letters Page, *Metro Adventures*, 12-13 Little Newport St, London WC2E 8LD

Help is on the way

I OWN a BBC B and, therefore only a few good adventures are available as I have valued a number of them and would gladly help anyone on the following games: *Successors* (Philosopher's Quest, Castle of Elders, Sphinx, Adventers Level 9, Colossal Adventure, Adventure Quest, Atlantis), *Magicians* (Advanced quest, Digital Wizard, Golden Bases, Wizard of Azyx, Prince 2 (good), Computer Concepts, Hink Hink, Peter Clifton, 20 Cardiac Aid Kit, Power, Multiverse 141/147

Disk drive expense

IT'S NICE to see a magazine devoted to adventure and I wish you every success. I was particularly interested in the way out most game and your article on Infocom. I have an Atari 486K and would like to run one or all of these adventures. Unfortunately I can't afford a disk drive in that a reason why Infocom don't release disks for computers? An extra 10 to 20 pounds was really wonderful. **RECOMMENDED** **ADVENTURE** **ADVENTURER** P. & Golden, Oxford. **UNFORTUNATELY** there is no address for Infocom in the UK. In circulation, *Metro*, says that some computer perfom disks, for packaging and a number of other reasons. It looks like you'll have to use up and buy a disk drive.

In praise of Level 9

AT THE moment I only play adventure games on the family BBC mouse and despite the hours of frustration trying to solve some of the problems I find them to be totally absorbing — that is the good part of course. I read the reviews in the magazines to help decide which to buy, but some are edited and I cannot get the Level 9 adventure programs to be way to tired of exploring the on the market at the present time, although I can of course only speak for BBC computers. There are plenty with textual problems, but a good story and are beautifully constructed. Here they pack so much into so little space it truly amazing. *David Jones, Oxford*

**KEEP ON** writing — we'd like to know what you think of our reviews in the *Adventure* section. We would also like to hear from other readers about their favourites.

Hobbit clues

I THINK I may have found *Joss*'s last game as a new player in *The Hobbit*. The program instructions are a little vague, some, eg, miss and hobbit.

After careful checking through all the places in the program I can't find anywhere that uses these words. However, in the book there are the guardhouse on top of Ravenhill for which the player could see these words. *Colin Jones, Ashford, Kent*

Supply and demand

I WONDER if you would allow us to make a public apology through the pages of your magazine. Since the formation of the new company some months ago, we have been contacted with queries and requests for our free catalogue. As we

considered adventure games playing to be the paragon of only a small section of the computer world, we initially only had 900 copies printed. Now seeing we want we have been buried under thousands of letters, from all over England and as far afield as Norway, Denmark and Israel.

As fast as we can have more catalogues printed, they are being assembled up, and there lists are are about that many people have written and for that we are very sorry. Please keep with us, we will get around to you all, including answering your pleas for help, and as soon as we can. *Simon Clarke, Adventure Zone Software, 10 Sunny Close, Margate, Kent*

Adventure dilemma

I HAVE recently bought a Vix 20 computer. And I am beginning to delve into the world of home computing. I am very interested in an adventure game but I am not sure what to buy.

I have already read *114* on the First Traveler game, which I was very disappointed with. Although the graphics were good after a few plays the game became so repetitive I threw it into the bottom drawer.

What I want is an adventure game which I can play for a long period of time. I realize that the Vix 20 have the same adventure capabilities as the Spectrum but there must be something on the market.

Graphics aren't that important, just as long as the

game is exciting. I'm not willing to waste £10 again. *Peter Clifton, Plymouth, Devon*

**ADVENTURERS** can be expected — sometimes for no apparent good reason. Try our reviews section for advice.

Kraal's kinks removed

I READ the review of our Vix 20 Vix 20 computer, Kraal's Kingdom (where Adventure, Novels) with some interest. Most of the reviewer's criticisms I thought to be fair criticisms and as a result we have made several major changes to the game.

First, the text has been changed to lower case letters for easier reading.

Second, we have put an end to cheating by making it impossible to start part 2 without completing part 1.

We would like to point out that the retail version of the adventure incorporates many sound effects such as bowing and and footsteps. These changes obviously make the adventure a far more attractive proposition.

As to the theory that the game has created bugs, a thorough examination has revealed nothing. We must therefore conclude that the reviewer was right in thinking that the simple 'doh' type is the correct solution to the problem in question.

*Mr Thomas, Birmingham, Warwickshire, Kent*

Swapping numbers

I THINK the adventure content column is a great idea, but couldn't you publish the adventures? Telephone numbers so that it is easier to contact them? *Tony Cluff, Gosport, Hampshire*

**WE WOULD** get to give our telephone numbers but every you've written to somebody listed in our contact column, you can go ahead and swap phone numbers.



Next week's programme comes with a bundle of brand new books, page 17

# HAVE YOU BEEN INVOLVED IN A MYSTERIOUS ADVENTURE RECENTLY?

If so, it is more probable than you are aware of, that you have been involved in a "Mysterious Adventure".

You may have been in a number of different circumstances, such as having a mysterious ability to fly, or a mysterious series of good or bad luck, or a mysterious disappearance.

Having visited the TTD website, you will be interested as a result of your own exposure to "Mysterious Adventures".

For more information, contact the TTD website, or write to: TTD, c/o BBC Computer, 1, The Old Vic, St. Martin's Lane, London WC2E 8RF, UK.

You are invited to participate in the TTD website, a community where you can share your experiences and help others to solve their "Mysterious Adventures". In the TTD website, you can find a list of "Mysterious Adventures" from various sources, such as "The TTD website" and "The TTD website".

If you are interested in any of the following, please contact us via the TTD website.

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The TTD website is available in English, French, German, Italian, Spanish, and Chinese.



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## NEWS DESK

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seen everything  
newsworthy, call  
01-437 4043 and let us  
know

### Wrath of Magra to follow Crypt

CARMILL Software is being up on next adventure, which will be launched in the New Year.

Following the successful reception to The Crypt, Ray Connell is currently writing The Wrath of Magra so it will be ready in time for a January release.

At £17.95 it will comprise three disk programs on a double for the Spectrum and include a book, detailing the history of the Third Crusade and the spells you will need to complete the adventure.

It is your task during the game to collect pieces of the ancient maples which is needed to begin contact via mail at the Black Mountains, and to defeat the evil Magra.

01-437 4043



EDUCATIONAL software house Challenge has produced an adventure for young children called *Prince After Midnight* on the high seas. You are given of the submersible submarine to find the treasure. *Prince After Midnight* was made and written developed. And the new must be kept hot and watered software you may have a chance to compare with. *Prince* is available for the BBC and MSX Spectrum machines and costs £9.95. Challenge is based at 17 Holloway Road, Waverley.

# Penguin launches into SF software

PENGUIN Books has moved into the science fiction software market.

Puffin, the Penguin branch for children's books, will launch two software programs, *The Book of Edgar* and *The Workbook of Fantasy Mountains*, on December 5.

The programs come in a cassette package consisting of a illustrated book, which like *The Hobbit* contains a treasure for the player.

The book *Edgar* consists of *Escape from Arcticon*, *Bravado* and *Into the Enigma*. Each cassette package in the current Penguin series costs £4.95.

The map of the game is for a space period to see a planet threatened by an alien invasion.

*The Workbook of Fantasy Mountains* is well member and on the children's best sales for. The cassette enhanced graphics making the most of the game's sound and screens theme.

*The Workbook of Fantasy Mountains* will cost £8.95.

All the games have been written for the Spectrum 128 and 48k.

To help you understand your computer better Penguin will also launch two books, on November 5. They are *Micro Games* and *The Penguin Company Book*.

A Puffin editor Philippe Guillemin wrote *Micro Games* with 13 year old author, Patrick Bennett. It explains the first steps toward writing a program.

program.

It is the first step you take after going through the manual *Philipp* and.

*The Penguin Company Book* is a comprehensive guide to computing for the non-technical reader according to Philipp.

*Micro Games* is priced at £1.95 and *The Penguin Company Book* costs £3.95. Both will be available from most book stores.



## Digital Fantasia adds to mysteries

WANDERL and Multimedia, the new two games in Digital Fantasy's *Mysteries* Adventure series, are well on the way to completion.

*Mysteries* will be the last of the month and Multimedia is Christmas.

*The Wizard of Atlas*, *The Tree Machine*, *The Golden Dragon* and another seven *Mysteries* Adventures will be available for the Commodore 64 and Dragon 32 in January through Channel 4 Software.

The games are available already for the Atari 16k.

The *Mysteries* are new decisions and present types of locations to make decisions.

BBC and Spectrum 48k owners have not been disappointed with the series being available for them from Digital Fantasy.

Each game costs £9.95 regardless of the machine and all the individual adventures will graphics.

## Speech synthesiser demand increasing

LEGENA Associates, sold 1,000 speech synthesiser within the first 24 hours of its launch at the PCN show, according to marketing director Bob Green.

The synthesiser speaks to the player after instructions have been typed into the machine.

One game already known for its use with the *Legend* Speech Synthesiser is *Word a Tramp* for the IAS.

Costing £29.95, the synthesiser can be used with any game providing the program contains the necessary information.

The synthesiser can be bought by mail order or directly from Legena Associates, 1 Marlborough Drive, Wolfe, Ariz.

# The RING of DARKNESS

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The most intense adventure  
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for a one player, single screen, four  
computer.

You are utterly free to find a  
hidden role playing adventure for the  
Dragon 32, an astonishing program  
by Winter.

Winter's best seller, Dragon  
32, program.

This program is good value  
combining as it does several  
adventure games in one. Tony  
Winter, Popular Computing Weekly.

A rich, detailed interface. I will  
undoubtedly take you many hours  
to finish. Personal Computer  
News.

May I express my thanks for it  
to the owners of the best program for  
the Dragon 32. It's a blast.  
Roy.



The Ring of Darkness is a complete role playing adventure in text graphics featuring a detailed land filled with towns, dungeons, forests and seas, and populated by large, primitive and vicious and dozens of other strange creatures. All screens are identical with respect to the adventure. The Orc version is recorded in text mode only. Many hours of mystery and suspense await you in your quest to find The Ring Of Darkness.

The Orc Version Log

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different weapons, each with their own direction, speed, and fire strength for the weapons  
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## Software at games festival



For Christmas, Alice for PC is a festive addition to the software festival at the festival.

MEMBERS of the computer games festival look ahead to the festival of software (and) computer held recently in London to display and sell their software.

One company, Star Dreams, set up a stall complete with machines to demonstrate their software and its designers and designers called Dragon Master Computers.

A spokesman for Star Dreams said that they were currently working on an adventure.

Although he said he would not be using a word in the game he said it would take up all the "space" memory, had the great 4MB memory and would look good on any PC.

The other two software companies at the festival and their names were selling said.

John Machine Sound Software and The Machine were the most popular while Red Staff and the figure demand at their stall was the highest.

## Crystal releases new titles

CRYSTAL is the company that has released the new titles from Crystal Computers.

All its adventures for the Spectrum are now The Island being a new adventure designed to be used with the Crystal software.

The Quartz Master is a unique device and the most useful for a computer. All its games are on sale for £7.99.

# Infocom plans new fantasy series

ENCHANTER the last in a new series of fantasy games from Infocom, takes players into a magical world of wonder and adventure.

With authors Max, Mark and Dave Lanning have used a similar formula but put Enchanter in a different setting.

Infocom's product manager for entertainment software, Michael Dornbrook, says that the game engages players to use high levels of skill and logic in navigating Kall the evil wizard.

"It is the first in a series of games in the Enchanter series and it is the first game in the series to be a puzzle game," he says. "It is a puzzle game and it is a puzzle game and it is a puzzle game."

During Enchanter players

will explore an abandoned castle filled with strange and magical objects.

An important element was the passing of time, Michael said. In the days passed in game time, players would have to eat, drink and sleep or they would lose a point when they powers started to fail.

Enchanter is available for the Apple II, Atari 800 and the Commodore 64 and the IBM PC.

Another new release, Enchanter, is the first game in Infocom's Tales of Adventure series.

It is set in the Sabers near the banks of the Nile. Players are challenged to search the forest mountains to find the great pyramids and to use the great treasures that have

been buried for thousands of years.

Another two new products available from Infocom are Wizard and the Wizard Book cost £12.99 plus 5.97.

Infocom adventures can now be played on the IBM 486 and machines running MS-DOS version 2.0, making its games compatible with 486 machines.

All Infocom games are currently available for the Apple II, Atari Commodore 64 and the IBM PC.

Some booklets and maps are available from Infocom. Infocom has planned for the winter.

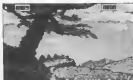
The booklets, and maps are designed to help players see plot their adventures.

This can be obtained from software distributors for Infocom.

# Alice for Christmas



Infocom's Alice for Christmas is a festive addition to the software festival.



The game's 3D graphics help create a festive world.

THE game that has become a Christmas hit has for the UK market. Alice for Christmas, should be on sale by Christmas.

A spokesman for Andre games said that the company's new titles, which has attracted much interest in the UK, had been launched in the US and is selling well.

He said the release for Alice for Christmas would be a hit for the Commodore 64. The two-part game would cost between £12 and £15.

"It has taken one and a half years to write and it is really difficult to see any other game on the market," he added.

"It's the game in our collection everything that happens in the book, with Alice going down rabbit holes, finding her missing mother and the Queen of Hearts.

The subject of the game is to see a young girl and escape from Wonderland. All the points you score are affected by the game's graphics.

The use of three-dimensional graphics and the music, especially written for the game is said to create a festive world.

# Searching for answers to prisoner riddle

**Mike Grace explores the intricacies of *The Prisoner* and reveals how there is more to the plot than meets the eye**

IT WOULD TAKE long enough to be seen in the Channel 4 or the London area on Monday 19 September at 8pm you would have seen the first episode of the most dramatic and thought-provoking tv series ever made — *The Prisoner*. Although a repeat in fact I think it's the fourth time the series has been shown; the episode remains as fresh and compelling as the first screening in 1968.

Conceived, produced and edited directed by Patrick McGoohan, who also plays the leading role throughout all 17 episodes, this fantasy-thriller presents us with questions, riddles and puzzles that would make any true adventurer in fact, the parallel between *The Prisoner* and adventure games are pretty close, with our hero having a definite quest to escape from a village, along the way meeting perplexing. This is the content of various episodes.

## Earlier Days

But I'm getting ahead of myself. First let's take a look at the programme. *The Prisoner* followed closely on a series called *Conger After*, which ran on black and white tv in the very early 1960's again featuring Patrick McGoohan (Remember those old black and white days?)

*Danger Man* was a spy thriller series in the vein of James Bond (before James Connors was James Bond) and in which *The Prisoner* was announced everyone assumed that it would be similar.

In the first episode, aptly named *Arrival*, the camera first views of the whole series is set in the first few minutes. The pre-credits sequence shows McGoohan driving a Lotus 7 down a long narrow into the village (accompanied by a mysterious clip of himself), the word whips out in front of his face gun. He crosses Westminster Bridge over a city park alongside the Houses of Parliament, then, to a street and an unrecognisable scene, marches along a concrete cause as office. His first friend on a desk, an envelope is thrown at front of an enigmatic figure. McGoohan seems one. As he returns to his home — we assume for he is equipped (presumably) from the Secret Service as his now-identified card is stamped and once ordered. No sooner has he just made than he has a letter drop up through his flat and a courier figure is top hat goes up the steps.

## No escape

So far the plot is a familiar one: the leader of the programme is another spy thriller is offered to continue. But for the McGoohan is frantically making his name when you creep through the hallway and he tells us something to get prisoned. As the man changes from a dark, smoking clothes to a walking stick including we see him being hit a red, in a different place. He runs, walks to the window to discover he is in a small village with strange, slightly odd buildings. What he does not know (and so do we in the story) is that he is in a place from which there appears to be no escape. A place he will spend wandering

why he is there, why put him there, or even where he is. Thus McGoohan becomes the prisoner.

The pre-credits sequence is one of the best examples of reference to film I have ever seen. Not a second is wasted. Each shot is set so tight that it is easy to miss for an initial viewing (think James Bond), the images are sharp and not a second of screen time is wasted. In fact the entire sequence lasts only two and a half minutes, and the picture is followed as well through out the series that it is possible most viewers are left wondering quite what he does.

McGoohan makes you work to understand to do any way can *The Prisoner* be referred to as a cerebral play. At times the symbolism and allegory are correct so far that complete viewing is impossible. People don't like to work for their tv it's supposed to be relaxing, yet that is what *The Prisoner* people throughout the year.



McGoohan (right) and actress in *The Prisoner*

There was never any of watching an episode, for each time this will be something and some different facts.

The fact that that something is seen in McGoohan's new environment again after the opening sequence in *Arrival*. McGoohan leaves his house opening the door himself and walks into a deserted town square where a couple of waitresses are sitting tables. To his face questioning they reply vaguely, indifferently. On asking where he is they say "in the village" as if there isn't anywhere else worthy of note and surprised he does not know. Privately, he tries to interrogate that a girl "If you have no number — no phone call".

He returns to his house to see the number 1 outside and this time the door opens open for him with a professional face (interesting how nice he has his number 1 door works for him, not to his own effect).

The phone is ringing. He answers "Is your number 2?" the operator enquires.

Much is made in *The Prisoner* of our dependence on numbers, in fact everyone in the village is known only by their number, and they all wear badges (bearing a name, bearing but the name later) and their number. Of course McGoohan loses his badge once, refusing to wear it at all. It will not be possible that stamped, instead, being identified as numbered. He acts defiantly at one stage, but of course for a Number 6 is his name, and his number. He corrects escape. Even his statement "I am not a number. I am a free man, without a touch of one."

## Adversary

His main adversary in *Prisoner 2* who appears under a number in an without faces, and who must track Number 6. Number 2 changes each week, and different water proving the hole in which Number 6 has a new and individual, whatever he try and leave the prisoner to reveal why he has escaped. Quite why it is so necessary importance in how that is never explained, as first, who seems to keep is the kept from as. His McGoohan has, followed by MIB so far it is to be an about in which? In the opposition the real problem, and is the village a training ground for spies? Just what is going on? McGoohan's adversary is placed with the series for we aren't told — as first.

*The Prisoner* can be taken on several levels. On the surface it is a spy thriller with a message that the level of order standing is difficult to take too literally for many of the gadgets and methods used in the village are too futuristic for normal belief. Though from the village is impossible because of 1 foot high fences, known to others, which patrol the work-rooms, break-out sites and wandering across attempting to leave. The streets are full of reader surveillance, are capable of changing in-out and appear not of controls to focus a captured member of the community back to the village with appropriate security.

There are other levels that suggest that the spy theme cannot fully explain it. That the series has to do with. At times the other villages' suggestions other secret agents, are suggested completely to respond to a



Patrick McGoohan — creator, producer and star of *The Prisoner*

the moment as in the episode "Miss Peggy Straker." The techniques of being watched and being manipulated are, to my knowledge, the only substance of those of today. The mysteriously controlled doors throughout the village that open and close, the rooms that alter walls, the table without legs or handles that automatically lifts cooking items, conversations with propaganda, the lack of explanation for food supplies, all these things are so explained and unexplainable. But is reality to be denied?"

**Impending building**

Does the idea that the series is moving to the moon have a spy thriller as a backdrop that the whole concept of the village takes on a new meaning. Was the story meant to be taken in a framework on which each viewer would build his own ideas about life? Or is that too deep, too pessimistic? Well, you'll have to watch the series you will, because it is not going to give anything away, is it?

To return to the first episode, let me summarize the story. After awakening in the village the prisoner is interrogated by Number 1 in the Dome; an imposing building housing a nice marble room with screens on which flashing lights read in

appear one minute and to someone else another each time in the village the next. McGoohan is told to explain his companions — and of course he refuses. After a couple of abortive attempts to escape the prisoner is finally left with his goal, his quest to be apparently thwarted and the next chapter.

In subsequent episodes different facets of the village, which represent various aspects of confined life will be explored. The concept is rather old-timey, *Five For All* delivers two policies. The second idea is concerned with identity and perhaps psychiatry. The meanings are multiple, yet throughout it all lies the theme of escape: escape from the village, escape from authority.

Will the prisoner manage it? For those who are seeing the series for the first time I won't spoil your fun, except to say that Patrick McGoohan promised all would be resolved in the final episode. For those who have already seen the series once, the pattern will fall into a follow up to the series as it is published in the February edition of *Metro*. *Autumnview* just offers the final episode.

But let's get back to the actual story. An interesting development is that Channel 4 is not showing the series in quite the same order as the first screening, which, rumor has it, was in the wrong order my way. From the second episode the pre-credit sequence

changes slightly. We see McGoohan captured again and waking in the village as before. We see him in the Dome Room confronting the new Number 1 and the following dialogue takes place:

The Prisoner: "Where am I?"  
No 2: "In the village."  
The Prisoner: "What do you want?"  
No 2: "Information."  
The Prisoner: "Where only are you off?"  
No 2: "That would be telling."  
The Prisoner: "You won't get it."  
No 2: "We want information."  
The Prisoner: "You won't get it."  
No 2: "We look on by credit on our side."  
The Prisoner: "Who are you?"  
No 2: "The new Number 2."  
The Prisoner: "What is Number 1?"  
No 2: "You are Number 6."  
The Prisoner: "I am not a number."  
No 2: Laughs.

**Acceptance**

In some ways this series is also about identity. Here we feel others control our life-style, but identity even our dreams paralleled by the almost absurd, unexplained by the other villagers of anything and everything, only Number 6's logic, questions, refuses to believe. And only Number 6 asks "Who is Number 1?"

Despite the fact that Number 2 is the weekly authority, he is constantly at the back and out of a higher authority. In prison we never see or hear him, who communicates with Number 1 by telephone. The imaginary Number 1, at the weekly press the identity of Number 1 becomes the talking point of news everywhere. Is he the leader? Played by the late Angela Moore, the better is a mystery, a real enigma. Appearing at every episode yet never speaking, the leader shows always on the fringe and yet he is always in the center of each episode. In Number 1 the appearance who gives all the order to Number 2. No hint is given and it is impossible to guess. Until the last episode.

**Six of one . . .**

I'm not the only fan of *The Prisoner* in the world. When the pilot series episode of the series was introduced in December 1975, an audience thanked writers for three letters. One fan, David Barry contacted ATV and asked if improved people would contact him. His name and address were transmitted over the air after the last episode. McGoohan, however the explanation was ill-defined.

Within two days David Barry had received 176 letters. There have been more, and after a stay in the national press the program was made available. In the next month an appreciation society was formed (as the word is, at the first month) which blossomed to 2,000 members by the end of the year. The society chose the name Six of One because of the deeper meaning behind the program's name. Number 6, McGoohan, when asked why he said "Six of one" leaving the contract unfinished. The reasoning "that's a class of the odd," says a lot. The prisoner could be, it means to be, any one of us. [ ]

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...the series...  
...the series...  
...the series...  
...the series...  
...the series...

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The wrath of Magra's comes within the computer as a series of events and actions of the Third Age, the final battle of the Third Age, the final battle of the Third Continent, the final battle of the Third Age, the final battle of the Third Continent.

NOTE: "The Wrath of Magra" is a complete adventure. You need not be a "Third Age" or "Third Continent" player.

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# The basics of BBC

WRITING AN ADVENTURE game is far more enjoyable than playing commercially available programs. I got a tremendous joy when my friends, who are playing my game, phoned me and said "I got killed by Gorrilla in the jungle. What the hell do I do?"

BBC Basic is one of the most versatile languages for writing adventure games because of its advanced string-handling capabilities, and speed. But when you start a program an adventure game, you repeatedly encounter the irritating memory extension problem. How can I do it all then use one BASIC? Here do I compress the text without any machine code? How can I guess to prevent the player from actually losing the text and cheating?

Well, you can use the data compression technique I use. It is simple, fast and compresses all text into half the memory while loading the statements and enables you to compile and decompile text easily.

## Advanced language

The BBC micro is equipped with fairly advanced Basic which allows you to use the string extension operators, & This means that you can pack and unpack an entire string. For example:

```
V=40000
&V=HELLO
```

will place the word HELLO into a memory location 40000 and PRINT &V will print HELLO.

You can reserve a memory space using \*adventure statements

## Lyman Alpha explains how to get the most out of your BBC when writing an adventure program

BIBEM and store an entire dictionary of words. All you need to know for each word is its occurrence in the memory location which is a two byte number. These numbers can be coded into a string format and grouped together in a longer string so they can be easily stored.

The dictionary contains two levels of words. Ordinary words which are coded into two bytes of characters and short words, frequently used words, suffixes and punctuation marks, which are coded into one byte characters.

Before you start compiling your material, you must have some basic form of dictionary ready. So BIBEM is loaded by typing in HEMEM=40000 (where 40000 is some 50 bytes of memory) for the dictionary. You must set BIBEM to the value wherever you load in the dictionary.

Type in or load in the DICTIONARY STARTER program. This program will put all the verb names and short words you need into the dictionary. It has given some examples which show you can choose your own to use your needs. Make sure that the verbs and names which you want the program to recognise, are grouped together. They come in handy later on when you want the main

Load in the verb words as underlined and underline, which contains a word within a word. This saves memory space since you don't have to include words such as ground and bear in the dictionary. Now RUN the program. It has a short routine so that you can enter a word into the dictionary. If you enter a typed word, then you calculate the dictionary memory area by entering FOR I=40000 TO 47000 TO 0 NEXT I. When the dictionary is ready SAVE it using "SAVE DICTIONARY" 4000 7000.

Now you can type in the COMPILER/DECOMPILER program and start writing in your script. But there are certain rules which you must follow. All sentences must be in a DATA statement and enclosed in quotation marks. You can only use upper case characters. All punctuation marks should be separated from words by spaces. If this is not done "FINAL" and "FINAL" will be executed differently. You should use "FINAL" suffixes must have | as final and be separated from the main word "SUDDENLY" should be typed in as SUDDEN|LY. Only use one comma per data statement.

## Final coding

A typical sentence should look like this: 5000 DATA YOU CAN SEE THE COMMAND (OR OF THE SUB NARRATIVE) \* has six type at about 200 words of data which should be more than enough. Does this give you the script loaded in, SAVE it and get a preview. Love the price

```

10 REM *****
20 REM
30 REM DICTIONARY STARTER
40 REM
50 REM BY L. ALPHA
60 REM
70 REM DICTIONARY IS LOCATED BETWEEN
80 REM 40000 AND 40000 + DIMEN YOU
90 REM ABOUT 20 BYTES
100 REM
110 REM INPUT HIGHVALUES BEFORE
120 REM PROGRAMMING THIS IN
130 REM
140 REM *****
150 REM
160 REM
170 REM VERBS
180 REM
190 REM
200 DATA NORTH,SOUTH,EAST,WEST,DOWN,UP
210 DATA STAY,IN,TRANSITORY,LOOK,COMING
220 DATA GET,TAKE,DROP,RELEASE,DUMP
230 DATA SAY,SHOUT,FEEL,STAY,GO,SEE
240 DATA FIGHT,HIT,KICK,PUNCH,THROW
250 DATA HELP,MOVE,LISTEN,SEE,OPEN
260 REM
270 REM
280 REM PLEASE ADD ANY OTHER VERBS
290 REM YOU NEED.
300 REM
310 REM

```

```

200 REM HOURS
300 REM
340 REM
350 DATA LAMP,ROCK,SHUTE,WHILE
360 DATA ROAD,DANGER,STARING,BOLD
370 REM
380 REM ON OTHER NOUNS YOU NEED
390 REM IN YOUR ADVENTURE
400 REM
410 DATA END
420 REM
430 REM LOADS WORDS FROM MEMORY
440 REM LOCATION 40000 DIMEN
450 REM
460 REM=4000
470 REM=HOURS
480 REM=AT
490 REM=WORDS
500 REM=PHILOSOPHY
510 REM=ANALYSIS=WORDS+1
520 REM=WORD
530 REM=UNTIL AGAIN="END"
540 REM
550 REM
560 REM=RIGHT WORDS AND SUFFIXES
570 REM
580 REM I MOVE BACK SPACE AND DELETE
590 REM I HAVE APPENDS IN 400000
600 REM ON TELETEXT PAGE
610 REM
620 REM
630 DATA "A","B","C","D","E","F","G","H","I","J","K","L","M","N","O","P","Q","R","S","T","U","V","W","X","Y","Z","0","1","2","3","4","5","6","7","8","9","-","_","'","\"

```

```

000 DATA 1,4,49,48,48,48,49,00,00,48
001 DATA 40,10,10,10,10,10,10,10,10,10
002 DATA 00,00,00,00,00,00,00,00,00,00
003 DATA 00,10,10,10,100,100,100
004 DATA 1100,1000,100,100,100,100
005 DATA 100,100,100,100,100,100,100
006 DATA 100,100,100,100,100,100,100
007 DATA 100,100,100,100,100,100,100
008 DATA 100,100,100,100,100,100,100
009 DATA 100,100,100,100,100,100,100
010 DATA 100,100,100,100,100,100,100
011 DATA 100,100,100,100,100,100,100
012 DATA 100,100,100,100,100,100,100
013 DATA 100,100,100,100,100,100,100
014 DATA 100,100,100,100,100,100,100
015 DATA 100,100,100,100,100,100,100
016 DATA 100,100,100,100,100,100,100
017 DATA 100,100,100,100,100,100,100
018 DATA 100,100,100,100,100,100,100
019 DATA 100,100,100,100,100,100,100
020 DATA 100,100,100,100,100,100,100
021 DATA 100,100,100,100,100,100,100
022 DATA 100,100,100,100,100,100,100
023 DATA 100,100,100,100,100,100,100
024 DATA 100,100,100,100,100,100,100
025 DATA 100,100,100,100,100,100,100
026 DATA 100,100,100,100,100,100,100
027 DATA 100,100,100,100,100,100,100
028 DATA 100,100,100,100,100,100,100
029 DATA 100,100,100,100,100,100,100
030 DATA 100,100,100,100,100,100,100
031 DATA 100,100,100,100,100,100,100
032 DATA 100,100,100,100,100,100,100
033 DATA 100,100,100,100,100,100,100
034 DATA 100,100,100,100,100,100,100
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036 DATA 100,100,100,100,100,100,100
037 DATA 100,100,100,100,100,100,100
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068 DATA 100,100,100,100,100,100,100
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070 DATA 100,100,100,100,100,100,100
071 DATA 100,100,100,100,100,100,100
072 DATA 100,100,100,100,100,100,100
073 DATA 100,100,100,100,100,100,100
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075 DATA 100,100,100,100,100,100,100
076 DATA 100,100,100,100,100,100,100
077 DATA 100,100,100,100,100,100,100
078 DATA 100,100,100,100,100,100,100
079 DATA 100,100,100,100,100,100,100
080 DATA 100,100,100,100,100,100,100
081 DATA 100,100,100,100,100,100,100
082 DATA 100,100,100,100,100,100,100
083 DATA 100,100,100,100,100,100,100
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091 DATA 100,100,100,100,100,100,100
092 DATA 100,100,100,100,100,100,100
093 DATA 100,100,100,100,100,100,100
094 DATA 100,100,100,100,100,100,100
095 DATA 100,100,100,100,100,100,100
096 DATA 100,100,100,100,100,100,100
097 DATA 100,100,100,100,100,100,100
098 DATA 100,100,100,100,100,100,100
099 DATA 100,100,100,100,100,100,100
100 DATA 100,100,100,100,100,100,100

```

```

000 RETURN
001 END
002 END
003 CHECK ROUTINE
004 END
005 END
006 PRINT "WORD LOADED"
007 PRINT "PLEASE PRESS ANY KEY"
008 PRINT "FOR THE CHECK ROUTINE."
009 PRINT "CHECK ROUTINE IS ON"
010 PRINT "PRESS HOME TO PROCEED"
011 PRINT "SHIFT TO SCROLL."
012 END
013 END
014 END
015 END
016 END
017 END
018 END
019 END
020 END
021 END
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085 END
086 END
087 END
088 END
089 END
090 END
091 END
092 END
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097 END
098 END
099 END
100 END

```

out to a friend to proof read. It is very difficult to spot your own mistakes, and spelling mistakes in an adventure game are very embarrassing. Once the text is coded it is very difficult to correct the mistakes so be warned.

Now you run the compiler procedure. Remember that the dictionary must be placed in the computer's memory before you use it.

```

MEMM=MEMM*LOAD+INSTRUCTION
ALT
Program your user-definable function key as follows:
TEXT=PROCTOCOMPILER
TEXT=PROCTOIMPLIM
Now hit F4 and this will call the compiler procedure. It will ask you which key you want to compile. To give the key number of, the address and the program will start to code it for you word by word. If a comma find a word it will tell you to add and add it to the dictionary.

```

Do this for all the text that you'll get a dictionary and control script leaving you with plans of memory space to write your main adventure routines.

Should you wish to look at the coded source call the decompiler procedure (D-D) and input the line number.

When you have finished you can delete the compiler procedure. You can also delete PROCTOIMPLIM. All you need is the PROCTOIMPLIM which can be modified so as your program. The PROCTOIMPLIM routine only occupies about 1 k bytes and a word list.

One way you can decompile the PROCTOIMPLIM into your program is



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one or two left taking it over. All the spaces between words are stripped.

The decompiler, which is the only part you need when the adventure program is running, is written so that it is memory efficient. Every time it decompiles a word, it prints it straight onto the screen so that it doesn't have to form a long string for a sentence.

The two line editors are re-written as two ASCII character buffers (80 and 24). They act just as a hard T2 number. Two bytes of hard T2 number give maximum value of 1024 characters in memory locations, which is about the size of the dictionary.

The memory location of the word is calculated thus:  $MEMM * (LOC * 100M + MEMM) + 70 * ASCII * (line type) + ASCII * (word byte)$ . The one byte address are represented by the distance between ASCII code 40 to 127. The memory location for these words are calculated thus:  $MEMM * (LOCATION * 100M + 70 * ASCII * (word)) + 40$ . These special one byte address are used because it is rather stupid to represent words such as 1, 2 and punctuation marks with a two byte code.

When the decompiler runs, it can distinguish between one and two byte words because they are ASCII codes of different ranges. Because of the simplicity of the method, the decompiler routine is very fast and only occupies about 4 k bytes when all ROM statements are retained. The program contains many ROM statements that replace the actual data so they should be easy to understand. □

```

MEMM *****
MEMM
MEMM TEXT COMPILER/DECOMPILER
MEMM
MEMM BY L. ALPHA
MEMM
MEMM BEFORE YOU USE THIS ROUTINE
MEMM SET THE FUNCTION KEYS

```

```

10000
10001 KEY B PROCCOMPFILE.H
11000 KEY I PROCCOMPFILE.H
12000
13000 GET WHICH TO USE
14000 WORDS=0
15000
16000 AND LOAD IN THE DICTIONARY
17000 BLOAD"DICTIONARY" AND JOB
18000
19000 THIS PROGRAM WILL NOT WORK
20000 WITHOUT THE DICTIONARY FILE
21000
22000 *****
23000
24000
25000 *****
26000 COMPILATION PROCEDURE
27000
28000
29000
30000 PROCCOMPFILE
31000 INPUT"INPUT LINE NUMBER ",LINE
32000 STORE LINE
33000 AS FROM AS IS THE SENTENCE YOU ARE ABOUT TO COMPILE
34000 PRINT AS
35000 CS="" ;REH CS IS GOING TO BE THE CODED SENTENCE
36000 REPEAT
37000 LEFT"CS",INSTR(AS," ") ;REH GET A WORD FROM AS AND PUT IT IN CS
38000 RIGHT"CS",LEN(AS)-INSTR(AS," ") ;REH GET RID OF AS FROM AS
39000 PRINT AS ;REH AS IS THE WORD WHICH IS ABOUT TO BE CODED
40000 PROC SORT ;REH CALL SORTING ROUTINE
41000 PRINT CS
42000 UNTIL AS=OR OR B=CHR(127) OR B=RIGHT"CS",LEN(OR)-1-LEFT"CS",LEN(OR)-1
43000 PRINT"|" ;OR;"DATA" ;OR;"|" ;REH PRINTS THE RESULT WHICH YOU CAN THEN COPY
44000 PROC
45000
46000
47000 PROC SORT ;REH THIS ROUTINE SORTS OUT ONE BYTE WORDS AND TWO BYTE WORDS
48000
49000 IS B IN THE ONE BYTE DICTIONARY?
50000 IF SO THEN GOTO PROCONE
51000
52000 IF B="" OR B="." OR B="," OR B=";" OR B=":" OR B="?" OR B="!" THEN
PROCONE:ENDPROC
53000 IF B="@" OR B="A" OR B="AN" OR B="AW" OR B="AT" OR B="BE" THEN PROCONE
54000
55000 IF B="B" OR B="D" OR B="E" OR B="HE" OR B="O" OR B="ON" THEN PROCONE
56000
57000 IF B="H" OR B="I" OR B="IS" OR B="IT" OR B="PE" OR B="HE" OR B="HD
" OR B="P" THEN PROCONE:ENDPROC
58000 IF B="OH" OR B="OR" OR B="SO" OR B="TO" OR B="US" OR B="WE" THEN PROCONE
59000
60000 IF B="ID" OR B="IR" OR B="IS" OR B="LY" OR B="ER" OR B="ES" THEN PR
OCONE:ENDPROC
61000 IF B="ED" OR B="IND" OR B="CS" OR B="EST" OR B="ILL" THEN PROCONE
62000
63000 IF B="LY" OR B="THE" OR B="YOU" OR B="ARE" OR B="AND" OR B="CAN" THE
N PROCONE:ENDPROC
64000 IF B="HERE" OR B="THERE" THEN PROCONE:ENDPROC
65000
66000
67000 IF NOT THEN IT MUST BE A TWO BYTE WORD
68000 SO GOTO PROC2
69000
70000
71000 PROC2
72000
73000
74000
75000
76000
77000
78000
79000
80000 PROC ONE ;REH CODES ONE BYTE WORDS

```



```

7801F BR="." OR BR="," OR BR=";" OR BR=":" OR BR="@" OR BR="*" OR BR="^" THEN
BR=CHR(127)+BR
710 IF INSTR(BR,"'") < 0 THEN BR=CHR(127)+RIGHT(BR,LEN(BR)-1)
7200=L7888-3
730 REPEAT (R=1+3) UNTIL BR=BR OR K%L7058 :REM FIND THE WORD IN THE DICTIONARY
7400=(K-L7058)/3 :REM CALCULATE THE POSITION
7500=(C%-CHR(48+K)) :REM AND ADD THE CODE TO C%
7600=PROCC
7700=H
7800=H
7900=PROCCDPRD :REM CODES TWO BYTE WORDS
8000=L7888-1
810 REPEAT (R=1+1) UNTIL BR=BR OR TR=H :REM FIND THE WORD
820 IF BR<C08 THEN PRINT "WORD NOT FOUND. HUH ONE INSERTED AT ",R,":",BR
8300=K-L7058
8400=K DIV 72
850 K%R MOD 72 :REM CALCULATE CODE
8600=(C%-CHR(182+K))+(CHR(182+K)) :REM ADD CODES
8700=PROCC
8800=H
8900=H
9000=H
9100=H
9200=H
9300=H
9400=H
9500=PROCCDPRD :REM THIS BIT SETS THE CODE INTO AA TO BE DECOMPILED
970 INPUT "INPUT LINE NUMBER ",L100
980 RESTORE L100
9900=H
0000=PROCCDPRD
0100=H
0200=H
0300=H
0400=H
0500=H
0600=H
0700=H
0800=H
0900=H
1000=H
1100=H
1200=H
1300=H
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8800=H
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9000=H
9100=H
9200=H
9300=H
9400=H
9500=H
9600=H
9700=H
9800=H
9900=H

```

```

1378 IF (INSTR(WORD,CHR(13)) THEN GO=LEFT(WORD,LEN(WORD)-1)+RIGHT(WORD,LEN(WORD)-1)
* 1380 GO=LEFT(WORD,LEN(WORD)-1)+CHR(13)+RIGHT(WORD,LEN(WORD)-1) :PRODC
1385 ENDPROC
1390 REM
1400 REM PROCY CONTROL THE CARRIAGE
1410 REM RETURN SO THAT THE WORDS
1420 REM DON'T GET SPLICES.
1430 REM
1440 REM
1450 DEF PROCY
1460 IF GO=0 THEN GO=LEN(WORD)+PRINTING ID
1470 IF GO=0 THEN GO=LEFT(WORD,LEN(WORD)-1)+PRINTING ID+CHR(13)+ENDPROC
1480 PRINT(WORD)
1490 GO=0 :ENDPROC
1500 REM
1510 REM
1520 REM
1530 REM
1540 REM YOU CAN ADD YOUR SCRIPT FROM HERE.
1550 REM
1560 REM
1570 REM HERE IS AN EXAMPLE AND THE CODED RESULT
1580 REM
1590 REM
1600 DATA "THE POSSIBILITY OF LIFE BEYOND EARTH HAS LEFT REALM OF ABSTRACT SPECULATION AND ENTER IED THE ARENA OF PUBLIC POLICY DEBATE . LATE IN 1981 THE HOUST FEDERAL FUND IS ALLOCATE 10 FOR SETS , THE RADIC SEARCH FOR EXTRATERRESTRIAL "
1610 DATA "INTELLESDICE , ROUGH ILY 92 MILLION , MORE EXCISE 10 IN THE US CONGRE"
1620 REM
1630 REM
1640 DATA "THE ADVENTURE OF THE PRINCE OF ACADEMIC CITY"
1650 DATA "THE ADVENTURE OF THE PRINCE OF ACADEMIC CITY"

```

# WHATEVER YOUR TASTE...

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Available on all major platforms

# Muddle through the maze

Adventure Laboratory of Le Cade Mass 28C 8  
Price £7.99 Format Computer  
Supplier Program Power,  
125A Royal St, Chapel  
Allerton, Leeds

UNADMITTED — experienced adventurers to access the hidden treasure in the Le Cade Laboratory. No fancy camera work for this. This is a maze of Le Cade. The emphasis is on exploration as the adventure is difficult and involved.

To start with the maze itself the computer will suggest an area level and try and help you work out. All the usual commands are there. TAKLE replacing GET, but it took me a while to discover that to go on something only if it is accepted — but when adventures are required. Likewise LOOK, becomes L.

Response times are fast especially if the computer cannot understand in the case it does not simply say no. There are several different enemies, such as "GHOST" and "MAD MAD MAKING FUN OF ME!" which are chosen at random. Sometimes though the enemy makes it hard to see whether the computer guesses its movement, such as the word is in the wrong context.

This is obviously a game which a lot of thought and care have gone to produce. But the caveat comes the presentation on both of it of the adventure Laboratory is a game into which which it may be really bad. But why is it all so open? The BBC machine's picture offers full colour and a range of special effects. I consider lower was made for the accessibility, and users it would have improved the look of the game no end.

All the longer screen messages are flushed up and by using, as I assume they are read from data files. With appropriate the could have been avoided. The LARRY the program and converts all the original TRIM keywords, conversion speed was the increased greatly — the

# SOFTWARE INVENTORY

What's on the way in the adventure world — if you have a new adventure, war game or real-life simulation which you are about to release send a copy and accompanying details to Software Inventory, Micro Advances, 12-13 Little Newport St, London WC2R 3LD

program is left's hand.

As an adventure game Laboratory is perfectly acceptable — it's just left down for the best presentation. On starting, the program asks for your name. This becomes useful much later on.

There are about 80 rooms to explore each with treasure, dangers and puzzles. Exit to and from rooms work in a word way. For a south east, there is not necessarily a corresponding north west. The main mapping almost impossible but it is all intended. Here is an example of a good game in done by best presentation — if you don't mind that this is not for the 16-bit MSX.



## Chance versus skill

Adventure Game or  
Micro Spectrum 28A  
Price £5.00 Format 1 and 16  
Supplier Avision Software  
17-18 Rd, Leek 1  
FROM ASSASSIN Software

(what a charming name), comes changed, billed as a multi-play adventure. The program allows one to let people to play and the package includes updates regularly map/level, which may be used if desired.

The original rule page tells us that Gumpen was created by Angel Creek Dead-Rock "with sword by Frank", and "produced by M. S. L. L. L." No I don't know what it is all means, either.

The game starts with the protagonists all together in the Village Inn. Two options are open to the players at this point — to gamble or not. The latter costs a certain number of gold pieces and the player may choose how many he wants to use. The former is a good way of bumping up the party — the player may wager any amount of the available gold pieces. There seems to be a slight chance of winning in the early stages, but maybe the odds become stacked against the player who gets an ability later in the game.

After the Inn, a number of routes are open to the players. Choosing from a menu, they may go to the Plains of the Mountains, the Temple, and so on. The entrance trapping through the countryside the player is instantly transported to the chosen place. Here, for me, find an appropriate monster, devil named or other charming little waiting — and then a decision to stand and fight, or discreetly move away. Not to be made.

At the Village Inn may be brought to the journey for the privacy and the GPG and the number of followers will help decide the outcome of the battle which may take several game turns.

That's about it — the game

may be played out on the supplied map, which makes it all rather more tolerable. Not so the end I was looking for loss of the character screen and most of the skill in the Palace. **RECOMMEND** TB

# Trapped into a quest

Adventure Game or  
Micro Spectrum 28A  
Price £7.99 Format Computer  
Supplier Game Computer  
Services 3 The Green  
Glefield, Leamster

ORACLE'S Cave by Alan Curvill is an implementation of an old ZORK program a graphic version of the original Wastage program.

In the game, you see an adventurer trapped in the entrance to the Oracle's cave complex — you cannot get out you are forced to go in a quest. You may however, choose from a variety of options — fight the Black Knight or the Dragon, and so on. After the way entrance of various levels may be collected. There are at least 100 rooms, but add to your treasure points.

The final objectives is to find and destroy the Oracle and then return to the entrance — and all this in just five game days!

Twelve areas of rooms are given to start with, and likely you have no weapons. This information is shown in the status panel, along with objects and weapons carried, number of gold and so on. To help with you may explore the present area, you use all the objects, or move. Exploring the cave may be tricky for you getting up a little bit, or a magic cloak, or find the other hand, checking you may experience you. Sometimes vital hints are given about a monster in the room, allowing you to make an educated guess about your chance against the beast.

If you decide to accept, your little maze walks across the stage, the entrance floor to the next location. This may be left or right, or, if you have a rope, up or down. This is all accomplished as rapid high resolution, with superb graphics.

# Evergreen Forest

Adventure The Forest  
Mikros Spectrum 48K and  
TOS/MS Windows 2.0/3.0

Format: Computer Supplies  
Pleiger Associates Ltd  
Lewiston NY, USA

**THE FOREST** is described as 'a computer simulation of the sport of canoeing'. The program is intended to be used on and as well as a game.

The latest version has a large video style box, with a 1/2 page manual. A 1,000,000 scale map is included as the package. The manual is particularly well-produced, with the aid of Pleiger's Double printer, which has a nice looking screen in the pad.

Canoeing past the local park, past against nature, after the waters and the clock. At the start each computer is given a map with the course marked as a normal numbered scale, and by simple lines.

As the water of each mile is a small letter, such as a hole, a road junction, or hole. The corresponding letters on the ground is marked with a red and white control flag. A card is carried by each computer and an instruction is reached the card is parked, with a coded punch found at each point.

On loading the red screen shows you into of the graphic control, and in the program here you will see lists and small area a board, columns in their respective control along with lakes and so on. You are then invited to press any key to start. As soon as you do, the water at the beginning of the course is shown, and the local, immediate state remains. Pressing T is accepted will show elapsed time.

Commands are simple key. The up arrow will start the moving forward, and you will continue until another key is pressed. At each point, the name about is displayed. The left and right arrows will cause you to move in those directions while the S, or down key, will stop you if you are moving forward, or turn you through 180 degrees if you are walking still.

A, you move forward through the length of the local, your progress is as it would be in real life. Thus, the



small to tree, with branches often within time, will appear you sometimes, while larger, mature trees will show your passage.

The trees give an indication of the depth of the ground ahead. A floating arrow points the bear of the tree immediately ahead, and this will give you an idea of whether you are above or below the tree line. This, too, will affect your speed and the length of each mile, thus giving a rough indication of your progress.

As you move through the Forest the points will give you an indication of the speed of your progress in the 'success' 'waves', slower or faster, depending on your pace.

A detailed description of the terrain is displayed on screen. Come within 5 meters of a control point, and you will be informed of the type of feature (through and the number of the flag).

Having finally found the control point, what do you do? Well, you have to prove that you have actually passed the point, but, unlike the real thing, you can't start putting holes in the computer — they don't like a very much to stop moving, unless D plus Display key is hit, and you will see a red colour of the screen, control point, together with a brief description and the code of each one.

You should be able, have a vague idea of where you are on the map and pressing P (for Points) will place the code for that particular control point on the Control Card — which you may then examine via the Control Control Card option.

Now, to use the program properly it is necessary to have a ruler and protractor on hand to check your progress against

the map supplied. This would be difficult enough of course, but, in real life the canoeist would need to wander slightly with each pace, and the program has a built-in random factor which will move you slightly away from the intended course.

Pressing B after Evergreen will show you your so-Progress screen, giving you information on your present bearing, and also sets for a new bearing. You have the option of staying on-course if you have managed to follow your progress sufficiently well.

You will find an initial list to start, start and keep your mind occupied as The Forest will set out landscape, but Graham Hoyt the author provides you with an outline forest to contrast with. Although the one is not mapped it does in fact, has some resemblance to the terrain of the hills of canoeing, Saskatchewan I'm only sure a few moments in the form of that you enough to do as the first — snow, I imagine — map although I found that I was stopped, an extremely nice a help through which I had to wait.

Not only can you choose to make a lucky return but you can also design your own course. From one to 20 control points can be placed around the landscape. From the course player's menu, individual boxes for each point may be set up.

Using the map drawing systems in the main state the program would also be of use to geography teachers in school. The student will find in The Forest facilities for drawing three-dimensional displays of the terrain, contour maps, and terrain maps. And the terrain that the program allows a method for 90 degrees around the point map, in the first place.

All in all, this is an extremely impressive package and highly recommended for geography students' building and experienced students if you're looking to go yourself now, but only after a good read or to spend in Pleiger's Forest) cartography... and get average game excellent! **EE**

◀ Looking At you, over the new location, your position within the complex is shared on the screen display.

When a computer is not, guarding treasure and useful objects, you may choose to fight or move back out of danger. The monster's combat rating is displayed alongside your area, and this will help you decide whether to fight or run. The fight is, preferably displayed and, after each hour, the combat ratings of both parties are updated downwards — as are Douglas and Douglas's side the first one to reach zero is unfortunately, dead!

If you survive you are free able to pick up the treasure, and you appear, although you may have to drop one you possibly earn, there being the maximum.

In this way, you move around the complex, moving your way to the completion of your quest. Although the first will seem to pass very quickly, you will certainly have to read and re-read you supplied energy after a number of fights — unlike some other programs, banking resources is not rewarded with an increased amount.

Chris's card is an interesting additional approach to addressing such state possibilities having to be triggered by the player in order to complete the game — your resources filled yourself, to get the right most than about a quarter of the way before completing. With the right drawing at this point you should get your first or best about 1.0.

## Waiting for the Baton

Adventure The Golden Baton  
Mikros Commodore 64  
Price £9.95 Format: Computer Supplies  
Channel 7 Software, 31 Wilton Road, London, W14 9JH

**THE GOLDEN BATON**, from Channel 7 Software, is the first in their series of adventure games for the Commodore 64, and the information sheet coaches the player in playing terms. Don't forget that obviously, across the seas

# Let the countdown commence

**Advanced Search Means More Power**  
**Price \$19.95 (Retail) Country**  
**Supplier #200, 4140 Alwood**  
**San Jose, CA 95128**

SCRAM is essentially a smaller power plant simulation program with an on built game element. Written in Basic and machine code, it will run on an Atari 400 or 800 with only 16K RAM.

The 30-page booklet provided with the cartridge guides the novice user through the first principles of thermodynamics given here a working knowledge of the basic components by reading the manual component to work the control panel and create his own nuclear accident.

The game element of the program serves the purpose of motivating the student to a qualified nuclear operator. Scoring is based on the amount of electricity generated. □

mean, you might be the fortunate holder of some left column down in the forest.

After 18 minutes warning for the game to load the only thing you might do is the shuffling of course papers, but when you finally get there it's worth the wait.

The program uses a split screen format for displaying all the information at once. The bottom half of the screen handles all the questions and answers in a typical WHAT POINT? WHAT REAFF? format, while the top half of the screen offers you a description of the forest, an on pressing the course key, a superb series of high resolution drawings for each location in the adventure.

There are many features in this game that other authors would do well to copy including the realistic error of being able to SAVE and LOAD game states.

None of the problems presented are insurmountable, such as exploring your lamp after the elf's forces down in getting hold of a red hat piece of armor. The use of graphics is well done.

Because of the vast amount of memory used by the graphical resources the game is easy to solve. A good adventure of whatever sort would do better better to solve with a hint of logic. □

## Gather up the shards

**Adventure The Crown of Queens**  
**Author: David J. Moore**  
**Price \$19.95 (Retail) Country**  
**Supplier: Strategic Simulations, Inc.**

THE CROWN OF QUEENS is a novel and classic for the ages. In this adventure game you are the kingdom of Queens where you must recover the various pieces of the shattered royal throne and take them back to the king's palace.

The scenario comes with a cover that reveals the theme. The instructions are neatly presented and give you just enough information to start the game. There seem to be a large number of comments to see apart from

the 32 movement commands with the usual TAKE, DROP, LOOK, OPEN, and FIGHT. The poorly written comments in BASIC, which I assume, is the game's first format.

When I typed that in at one point in the game I got an odd message about a bad thing away. Free I thought, let's continue with the game but it was not so. The computer responded to my entry I made, with BROWN and eventually stopped with a NO JOB NOT OPEN error.

The programmer could have either stopped this part of the adventure much better. After



## Legend lives up to its name

**Adventure Yaldra**  
**Author: Stephen Hill**  
**Price \$19.95 (Retail) Country**  
**Supplier: Legend, 7 Milton**  
**St. Ives, Cambridgeshire**

A BOUT ten years ago the machine arrived and caught attention by its standard for where you come to come with its sophisticated nature of advanced language analysis and beautiful detailed graphics. Now we have Yaldra.

Yaldra is undoubtedly a technical advance over its distinguished predecessor. Its distinctive virtue for more independent life — who you choose as friends and who you help really does matter, in fact you won't even solve the first of Yaldra's six puzzles unless you have made one particular friend — who I will leave you to guess.

Whether you regard Yaldra as superior to The Hobbit as a game will depend rather on your expectations. Yaldra is in many respects correct, some different. There is no question in Yaldra of good

all. I found the number of moves I play than how many more may be locked in there just waiting to be found by some astute experienced player.

The game starts well with a nice high resolution display and then jumps up the first location description. The locations have odd descriptions — a long one mounted by the LOOK command in which the player a few lines and a short one accepting a couple of lines.

It's not easy to move around the adventure. There are many obstructions in preventing along the way.

I have a couple of minutes of the game. When I got to the edge of the dark forest, I decided to go north. I was a bit surprised to find a locked door at my way. Programmers should take note that the an object, location or event is not out of place. Another thing is with the adventure's dark and mysterious nature. It is not clear that you have been transported back to the beginning of the game and that you have everything previously gained. It would be just as well to BURN the game again. Overall, not impressive. □

my ideas trying to explore, the scene resembled that of the computer's wilderness. It is there it was both Hobbit and the choice and obstacles. A system error would not allow you to enter anything the computer didn't have as an obstacle, which is kind for you in the manual.

Yaldra's problems are solved only by being in its world, making friends and enemies with the other 10 significant characters and leaving from megal —



might you will find Omen, the first major object, but it's better to explore — wait that's not being by another.

I finally managed to find the first object Omen, after an evening of legend. The game's makers gave me some clues and in spending around two hours trying to persuade one of the characters to do something — Yaldra is complete.

The great commendable, remarkable aspect of Yaldra is that it's not just the graphics — an advanced First command you give that on a random but usual results. It was all just character to drink to help you up a wall you want.

I recommend Yaldra with an exception. It makes some other programs look insignificant. The only point I would make is that you should not expect the equivalent of a standard text adventure with many graphics. Yaldra is not that exciting, but it's gone before.

One last thing, Yaldra has the highest score score I've seen with 68.

with a little practice. It's available with just one tape or in full cassette format.

**Chess Academy**, 2611 S. Commercial St., Suite 200, Los Angeles, CA 90008. **Chess Academy** is a 40-page cassette course and is sold on five 45-minute tapes. It's designed to teach you the fundamentals of playing chess, and it's available in both cassette and audio CD format. The course will teach you the rules and you will test your skills when the course finally ends.

The graphics and sound are good but not overwhelming, and although not flooded by more screen animations for the Atari, this is better by far than **Adventures** Commodore, I think. Screen scenes are original themes which should appeal to you. As an owner who wishes to make a change from the usual kinds of adventure game. **B+**

## Flying on a wing and a prayer

**Adventure Book Five**  
Mega Commodore 64

**Price: \$14.99 (Amazon Disk Sappher Adventure 2/8)**  
**Age: 4 and up (Amazon Disk Sappher Adventure 2/8)**  
This unusual double disc fits an extended business manager style game that somewhat reflects the historical events of the time.

You start off half way through 1945 and, for some reason, have decided to get on a commercial airline. Your job is to give the airline through the year after the war and hopefully make a million and survive the next 40 years before coming the dawn of a high rise.

The game, from Commodore, is supplied as two personal disks, which will conveniently present in a package that was already designed to hold three cassettes, rather than two doublets. Not an impressive feat.

The first person on the disk merely goes to a little display and loads the main program into memory. You have the usual system of playing a paragraph second game which is playing the game you take a very long time, it is not of

## On your marks, get set, go

**Adventure Commodore**  
**Mini Spectrum 4/8**  
**Price: \$14.99 (Amazon Disk Sappher Adventure 2/8)**  
**Age: 4 and up (Amazon Disk Sappher Adventure 2/8)**

**THE FOLLOW** up to Panama has been followed. My name is Linda Covatta and you are the first Commodore Adventure opportunity to leaders of the future. Please school of programming.

The idea behind Covatta is that you travel across America using whatever transport is available looking for the famous Mini Spectrum who is performing at various and likely locations.

**By Alan Hobbins**

You start off by buying a 1941 Ford and driving through the desert and following the examples in the manual, find yourself flying off to Marquette and a good 1159. After that you're left up your own to maintain the airport's success, go from the bank in the woods and generally control the flying points of the entire.

The historical simulation can actually down to give you details of providing with some rather curious exchange rates which airports are going up or down in popularity, and so on.

The more it has an objective that David suggest showed five in the year after it started it but I hoped the two were: it reviewed. Miniature report left me floundering in the early days, but the basic nature of some three aircraft after my first year so change was triggered by a lot of a thousand pounds a month in the early part of 1947.

I found the manual itself to



If you should find the world and his own work his career choices to avoid knowledge of stress and create his own work help he is it will give

deep information, or you could make your journal but the later always wanted to read or have books about it was Miniature will come by the same again.

If you like business management from the one seems to give you more control over matters than most and it's a good advice sometimes of what a great time have like to have started up an airline in the time.

The map itself is not detailed, and when you eventually get the game also coming out of fuel over the sea and Atlantic and being distant handouts, the program seems to be a machine that will keep on running from to me in Commodore 64. You have to watch off in. Can you think they can't have read the manual? **A-**

## Snowball worth a throw

**Adventure Book 4**  
**Price: \$14.99 (Amazon Disk Sappher Adventure 2/8)**  
**Age: 4 and up (Amazon Disk Sappher Adventure 2/8)**

**LEVEL 4** has built itself a reputation for high quality adventure. Snowball being the latest. This is the first in a trilogy concentrating the experiences of space. The supplied instruction booklet gives a complete background to the adventure.

was a little to the screen, particularly, and you could be out of the screen in a matter of seconds.

However, as a little in print cases with a really open-ended, it is a little thinking and opportunity for the player and other things.

As with **Panama** it is all in. Best but for the first part it doesn't matter at all, the response time for some of your typed inputs are a bit long though.

A complete game **Panama** and there is to be expected will lose. The first in the series is excellent. **A+**

The Snowball is a huge size, it is about to change into a really one, and the variety of its two million pages are to your choice. You play Ken Kumblerov, a space age adventurer.

Loading the program takes about seven minutes before a new one for the 115. A lot of more files during loading of the program about. Command can be used for 1000 words. Many more however, and to be repeated over the levels of the manual. Even to compare the web a huge adventure offering at the over 100 pages.

Snowball is a complete and complete with a great display in command format. You can be addressed in plain English, the program understanding about 100 words. Most of them can be understood. As well as the standard commands, AGAIN will return to the start. It can be used for an object, and through LEFT, RIGHT, FORWARD, and BACKWARD, SAVE and RESTORE.

It is a huge adventure with a huge adventure and some real command system. Only, no conference is given to GET or DROP. Although they work perfectly it is not to be returned.

In the adventure points are awarded for doing clever things which is a little towards your goal of saving the Snowball. It helps if you know how to maximize a working space set in the site. The manual task is to be done at the beginning of the manual for the point count up in addition.



to the passengers there are airplanes on board. The reason why they were included on the mission is not clear as they have every opportunity to kill you. The airplane's only use is for the only real danger apart from your own judgement on the Snowball.

This game has been fully reviewed and is neither too easy or difficult. The controls are logical and the program is entertaining. Snowball is well worth the money which, for a computer program, is a high but justifiable price.

## Dragon's Diary delights

**Adventure Fantasy's Diary**  
 Mike Johnson 32 Price £7.95  
 British Creative Supplies  
 32 Church Lane, Westwood,  
 St Albans, Herts

A PROGRAM of semi-annual magazine publications dropped through my letterbox recently. Fantasy's Diary is an adventure of more than 80k in three parts. It starts out as a text adventure in the style of the early 80s. The adventure is poorly presented with a standard cut and paste documentation but for £7.95 it is good value.

The program is loaded using CLOAD.M. The first part of the adventure is set as a business farmhouse where you must defeat certain objects and escape while avoiding the flames. This section is exclusively a text adventure with graphics and gives a hard core user of the game. There are areas leading to the upper floor as several figures lying in the hall room and lots of furniture to examine.

It is very rare you find the game going too close and you need to leave the farm house without the required objects, the computer kindly takes you back to. This part is excellent graphically and difficult to get through. Once through you will be given the password and the second part of the game loads.

Part two is in text and interestingly called London. From the object is to collect certain pieces of information. From this, study certain words keeping your head above water, frequently it is a real

text adventure so there is no point off to look the text unless you want to come to a sticky end.

The third part leads to the same way as part two but is different in concept.

Again from publications I have only one criticism of the program and that is that keywords can be found by searching through the program being. I admit to having had a quick look at the program early on just one, and no longer found the keyword as the previous program (see Observer) I have nothing but praise for the author's adventure. It makes the graphics of the Dragon well, has plenty of items and it will even exceed £8.

## Head held in horror

**Adventure Fantasy's**  
 Mike Johnson 32 Price £7.95  
 British Creative Supplies  
 32 Church Lane, Westwood,  
 St Albans, Herts

NOBIBRATU, as horror both might claim, is the Gamma area for Diavolo. It is a text-only adventure which takes about three minutes to load from tape.

The object of Nobibratu is to find the place where the least sleep, kill him (I won't tell you how) with a bloodstone and escape without being killed. There are very few hazards to be avoided in the adventure although jumping out windows might not be tricky and there is a stark island (helped with a flying bridge) over a 1 mile wide bay?

It is easy, but to see that my eyes were kept as a gas production sample. Just I did find a couple of bugs. First, the program seems to think that you have had a door to a library and as well as a rope — good track if you can do a second although the adventure has more game facility, being an RPG (though not a real one) but has a GOTO in a non-existent line, which makes the program crash.

Overall I was disappointed with Nobibratu having completed it in just one evening. Price £8.

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# Sink the Enterprise

WAR-GAMES HAVE been around since the 18th century but many people have a strange idea of what wargaming is. Board wargames are simulations of events or military history, using painted miniatures and counters. They're not arcade games or role-playing games but they can be very absorbing.

They tend to be pretty complex and require the mastery of a large rule booklet before play, which is one reason why they are a minority interest. Many of the operations that the players (generally men) of a wargame have to perform during play are mechanical and can be replaced by a game simulation program on a home computer. It's also possible to reduce the number of rules that they have to be learnt by the players, since the computer knows most of them.

## Board games

Another application of computers to wargaming allows the addition of features which couldn't be implemented in a conventional manual game. Most war games suffer from the program of periodic intelligence rush plays can look at the mapboard and see his opponent's most dispositions, which is not very realistic. This is a particular problem in naval wargames.

The idea to use game which focuses on a battle between opposing task forces (TF) composed mainly of aircraft carriers. Making is probably the best known game of this type. The winner is generally the player who first manages to spot his opponent's force with his search planes, as he can then launch a pre-emptive strike from his own carriers. This represents the task force and therefore not played on the map (which represents an area of ocean, usually in the central Pacific) in the world reveal their locations.

But in order to find out, for example whether there is a Japanese force in square 1128, the American player has to tell the Japanese player that his planes are searching 1128. As some the computer player knows that there is an American carrier over 1128, some search planes have a limited range and can't operate far from their carriers. In the next turn the Japanese player will send his

## Japan and the US confront each other in Mike Costello's computer-assisted war game

own planes out to search the squares around 1128, probably finding the American force very quickly.

The last step shown is for a program to be used in conjunction with a very simple wargame, that the problem can be overcome. The player never to implement most of the rules themselves, but the search procedure is carried out by the program which puts in a third coordinate not involving information to one player or the other unless he is in a position to learn it.

To set up the game you need a square grid 30 by 30 (rough paper will do, with large squares to make things easier). Working from top to bottom, label the rows of the square from 01 to 30, similarly mark the columns 01 to 30 from left to right across the top. Each square can now be referred to by giving its column and then its row co-ordinates, "0801" refers to the square 08 on from the left and three down. Usually 00 is in square 1515 which represents Midway Island.

Now all you need are some counters (such as old playing) to represent the units carriers in the game. There are four to be placed on the map as their locations are revealed, and you need to know which carrier is detected by which counter. Another way to do it is to put a sheet of clear plastic over the map and mark four holes and names with poster pens.

Here are details of the forces involved in the battle:

Carrier name	Japanese strength	US strength	Search planes	Attack planes
American player				
Enterprise	5	4	2	3
Hornet	4	4	1	2
Yorktown	4	3	1	2
Japanese player				
Akagi	3	4	1	2
Kaga	3	4	1	2
Hiryu	3	4	1	2
Soryu	3	4	1	2

As this is a hidden movement game

players will have to keep track of the movements of their carriers on separate sheets of paper. A carrier is not placed on the map until its location is revealed. They also have to note the squares being searched by each of the attack planes in each carrier. The American player makes out a turn record sheet like this:

Turn  
Last 1 2 3 4 12

## Enterprise

As search  
As attack  
As search planes  
As attack  
As attack  
As attack  
As attack  
As attack

The Japanese player then makes out a similar sheet for his four carriers and eight attack planes.

The US player will begin the game by placing (writing down on extra square for each of his three carriers) a maximum of one carrier per square. All US carriers must enter on a square on the left-hand side of the map (columns 05). The Japanese player makes out a similar plotting sheet showing his four carriers and eight attack squares (each carrier gets square space on the right-hand side (column 03).

## Japanese

The players then follow a sequence of phases in each of the 12 turns of the game. Here is the sequence of play: Phase 1 Japanese player searches for US carriers. US player searches for Japanese carriers. Phase 2 (a) Japanese and US players may place an attack mission. (b) Japanese player then US player carry out air attack missions. Phase 3 Players make new disposition squares for their carriers on their record sheets. Phase 4 Japanese player with the computer the number of surviving carriers, then destroys one square and the number of surviving Japanese search planes. The US player then gives the computer the same information.

When phase 4 is complete, the program cycles around to the start of the next turn and the players repeat the phases. After the 12th turn, the players calculate their victory



points) is to find out why he won the game.

Start out by taking the program — remember that the players are opponents, not followers the rules. As the program can do it tell a player whether he has updated the count or the appropriate time and perhaps bookkeeping such as keeping track of the number of turns elapsed.

In phase 1, the Japanese player chooses one search square on the map, but each other Japanese search plane. The square need be a single, that is within 10 squares of the plane's carrier, and contains the carrier or square but containing the carrier has space. The location of the carrier is shown on the player's record sheet (and will correspond to an position on the map if that carrier has, by then, been placed on the map). Thus, the flight path initially end at homebase(s) but not diagonally up to a maximum of 10 squares.

When the player types in the number of the square, for example 0004, the program will search the square and the eight adjacent squares and return the player if there are enemy carrier(s) there. The player will probably want to note down this information for use later.

When the Japanese player has moved away from the keyboard, the US player follows a similar procedure. Note that no search flight may be made from an unmovable carrier (i.e. carrier count=0000).

There is only one exception to moving if you know that your opponent is not far away to be located. This will apply during the first few turns of the game when the carrier are more than 10 squares apart in the 100 square of the program but RETURN to move on to the next part of the program.

**Attack**

In Phase 2 the Japanese player may plan an attack. Each active attack plane may make one attack flight in a direction square within six squares of that plane's carrier. Naturally, the chosen square will be one to which the location of an enemy carrier has been revealed otherwise there would be no point in the attack and the player would be giving away the approximate location of his carrier. The Japanese player plots the target squares on his record sheet as usual, the US player follows the same procedure. Note no attack flight may be made from unmovable carriers — namely the following:

carrier count=0000

Carrier defence strength	0	1	2	3	4	5
0	NE	NE	N	SW	SE	SE
4	NE	NE	NE	N	SW	SE
5	NE	NE	NE	NE	N	SW

Use the table by adding a constant that gives reference the starting number with the defence strength of the carrier under attack, then cross off the result (NE = no attack) (The carrier's status is unchanged) (N = unmovable) (The carrier's flight deck is destroyed provided the carrier remains off-set but may not immediately attack search planes on subsequent turns). However, an attack missing for the carrier has no effect. If further US attacks are allowed against the same carrier, they have no additional effect (SE = zero). The carrier is removed from the map at the end of the game, the attacking plane will receive values points for its destruction.

When all attacks have been made, the Japanese attack is completed but followed by US attacks. A square attack is carried out for each plane on a long run carrier. I grant the carrier table to find the result. As a result of combat a 0

Although the program runs on a BBC Micro, it would also run on the Raspberry or IBM PC/XT and can output to both monitors and will run on any other computer on other systems.

How to

This gives a display of 40 columns by 20 lines.

Files

Some parameters are not used, there is no need to make 4000 squares for computers on which tape drives start with 1.

How to use

File is the spreadsheet of 4000 10 rows columns in order 000000.

Installation

This can be installed with a ROM disk.

Parameters

AttackStrength Number of Japanese Search planes.  
 10 Max active searching array for a carrier.  
 Carrier Placement 0-99  
 CarrierStrength Maximum number for one carrier search.  
 Count Number of surviving Japanese carriers.

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0000000000 Number of surviving US Carriers"

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4) Carrier may be used (instead of tank) maybe considered carrier suitable plus can be used by using a counter of a different value to represent the carrier or by leaving unmovable inside the area 2. plans lines for that carrier on your second sheet)

An attack plane may have been given a mission (attack a carrier that has just been sunk by carrier attacks at the current place) in that case the attack is missed (attack planes never suffer losses as a result of attacks and always return to base carriers like game is too simple to allow any great tactical realism) It is only when an air attack is made against a particular carrier for the first time that the counter representing the carrier is actually placed on the map. Our player, however, can never be removed (unless the carrier is sunk)

In all the carriers belonging to a player are sunk the enemy player automatically wins the game. Thus, if all US carriers are sunk as Japanese attacks during a phase, US attacks for that phase are not carried out and the Japanese player will have won unambiguously.

It may happen that opposing carriers are discovered to be occupying the same square although a player is not allowed to place a determined square for his carrier if that square is known to be occupied by any other carrier. However, there is no particular effect resulting from simultaneous occupation and neither player is compelled to move the carrier out of the

square if he does not wish to.

In phase 4 both players note, on their second sheet, new destination squares for their (sunk) carriers. The figure given under movement for each carrier is the maximum number of squares it may move in one turn, this number may not be exceeded.

**Notes**

Carrier movement is carried out just like plane movement, horizontally or vertically. Carriers may not leave the map. A carrier may remain in square less than its full movement allowance, or not at all. It may not enter the friendly square it left and may not enter a square known to be occupied by another player carrier. When both players have committed themselves to all movements carriers, actually on the map are moved to the specified destination squares.

In phase 4 the computer needs to know the number of surviving carriers, the locations of ships and the number of active search planes on both sides. The players input this information. Remember that the number of surviving search planes is the number belonging to undamaged carriers, including search planes belonging to sunk, and unmovable carriers.

If no player was automatically winner to the game play proceeds to the end of the 12th turn. Both players should have a complete record sheet showing their status

in the game. This can be reviewed to check if any surprises of changing in either player.

Each player scores 10 victory points for each of his own carriers that is adjacent to the Midway square (in one of the eight surrounding squares) at the end of the game. For each carrier sunk, the enemy player scores an additional strength. No points are scored for training search-carrier unmovable. The winner is the player with the higher victory points total.

This game has been presented in a "fast-loner" fashion so that a number of improvements can be made to it. The more obvious is probably to add a simple the rolling routine to the program so that the players don't have to roll their own dice. More elaborately, the combat results table can be incorporated in the program. If a player equips the defensive strength of its attacked carrier, the program can then carry out all attacks without the player's needing to consult the combat results table at all.

One in mind the implications of any proposed enhancement. For example the map can be put on the screen but a screen reading routine may be necessary to fit it all in and the program has to be able to display any one of three map orientations. Carrier locations known to the Japanese player, carrier locations known to the US player and carrier locations known to both players.



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Brian Lloyd shows you how to add danger and intrigue to this excerpt from "The Dragon Trainer"



THE VALLEY of Death can be made even more ominous this month with the addition of some caves, a forest and a volcano. The program is available in Microsoft's Extended Color Mode — as good as a variety of screens including the Dragon and IBM's PC.

Leaving one in the ravine which sets up the caves. There will be a random number of caves (up to seven) in random places on the screen. Lines 200-240 put the caves on the screen and line 245 allows you to enter a cave. Lines 250-260 draw the cave and allow you to move around. The caves are lit with red-colored blocks which represent objects. Lines 265-270 will give you what each object is as you move on top of it.

The objects in the cave are the skeletons of life, which allow you to stay alive for 10 moves if you are killed. If you manage to reach the palace or the keep before your 10 moves are up, you are successful. The magic wand allows you to raise magic spells when fighting. Initially you have three types of spell, and you use each spell up to six times. Your score increases to over 2000 and you see three other spells as well.

### Magic shield

A spell may be cast simply by pressing S when told to "STRIKE NOW" during a fight. You will then be asked if each spell you want to use (1-3 or 4). The number on the spell depends on your IQ. The higher your IQ the more likely it is that your spell will work. It will leave you to find out what each spell does.

The magic shield can draw the amount of damage which another can do to you. The magic points have a variety of effects, and you do not know what they do until you drink each one. You take a poison simply by typing P at any time (apart from during a fight). You will then be asked which poison you want to take (each one is numbered). One starman, your treasure list, nothing else. A wolfman appears in completely random. A monster — you see games what happens if you tread on a monster?

Now that you are in the cave it would be nice if you could get out again. It would be even nicer to come out into the whole valley which you started in, so we need to loop a record of what the valley looks like. Doing this is done in line 10 by storing the top 10 lines of the screen in an array variable (A(1)).

Leaving three is responsible for putting the valley picture back onto the screen, or at least last 1500 in. Line 270 allows you to leave the cave, simply by moving onto the blue border.

So far you can enter and leave the caves as you wish, and also pick up objects in them that you can do anything with the things you have picked up. We'll start to connect this situation with the volcano. Doing this adds a line into the key check system which tells the computer to jump to the poison routine when you press the "P" key. Lines 310-320 will give which poison you want to take and will use the effect.

The modification of life is given. This rather awful object is allowed to do a's worthless gift in leaving her. This keeps a record of how many eggs you have made and determines how if you wish to put it up or keep it more. It also informs you the you have 10 moves to get home when you get killed (but it occurred over the fight routine).

Leaving to control the use of spells and makes sure that you can do the spell which you want to do. Line 350 sets you which spell you want, and lines 370-380 carry out the spell.

Up to now the ability of your character has been growing and growing, but even in a hot spot world there has to be some limit to a man's abilities. He needs to be able to rest and regain his strength. Leaving seven other use of both of these points, making sure that your character's abilities do not go above 100. Line 410 has some point energy of 0 or below 100 or that experience level each time you press O.

While you're busy fighting monsters it's hard to keep track of how many of each spell you have left. Doing eight will give you this each time you press the S key (in line

410) and will tell you. Notice that you are told how many of the spells that you have, even if some experience is under 2000. This is because the word has three zeros, so it's not too big and experienced enough to see three.

Now to plant a few trees in our valley. Leaving one gives us a forest, which we can explain, complete with a's own castle and a red road. The routine is a patch routine and uses all the parts of the program normally used for the original valley.

### Start and finish

Leaving 10 allows you to enter the castle and move around inside. You will find several objects (represented by stars) which will either be worthless stones, precious stones, or the remains of the gods (which is what you start in). The castle gives you 100 of each spell and increases all your abilities. The world also contains several monsters. Lines 1000-1070 draw the inside of the castle and lines 1080-1150 let you move around the lines 1160-1200 and you will see how far you have when you move into a cave. Line 1210 opens the door to the castle after a short time (the door links, when you come in, and lines 1430-1440 let you out).

During 10 sets up the r-vamp, which is really identical to the forest except that there are trees about instead of trees and everything is generally worse. There is also a castle (because it makes there is only one to have the two castles however).

That's all for this month. Next month we'll conclude the Valley of Death with a dungeon and a larger routine to end the game. We'll also take up all the loose ends and give you a character an eye. Until next month, though you can keep busy with the monsters in the caves, forest and castle.

Each of the three parts of this series of articles can be used on its own, but works better as a whole. Send a stamped addressed envelope to Valley of Death, Micro-Adventure, 12-13 Little Newport St, London WC2E 9JL, for photographs of the first article.

Continued from 31

This program is written in Microsoft Basic. Many more names are not set for use in routine. Study the code and a number of object which may help to complete your program through the editor.

Listing One - Gates

```

320 FORN=0TORND(5)
330 R=RND(200)+100+I*PEEK(R)=96THENPOWER,79:EL50330
340 NEXT
510 IFPEEK(R*MAN*0)=79THENMAN*MAN+0+0+MAN*0=79:GOTO2500
2520 FORN=0TO200STEP0.2:PRINT#66,STRING$(30,120):CHR$(175):NEXT
2530 FORN=0TORND(20)
2540 R=RND(319)+100+I*PEEK(R)=120THENPOWER,143+RND(7)+16:EL5050102540
2550 IFPEEK(R)=175THENPOWER,143+RND(7)+16:GOTO2500
2560 NEXT
2570 PRINT#320,"IN A GAVE"
2580 MAN=1275
2590 POWERAN,36
2600 GOSUB360
2610 GOSUB2300
2620 IFD=0THEN02610
2630 IFPEEK(MAN+0)=120THEN02750
2670 IFPEEK(MAN+0)=175ANDRND(0)=5ANDRND(100)<1THENPRINT#400,"YOU'VE FOUND THE MEDALLION";IFORN=0TO2000:NEXT:PRINT#400,STRING$(34,32):MEDALLION=1:GOTO2750
2680 IFPEEK(MAN+0)=175THEN02760
2690 R=RND(10):IFR=0THENPRINT#400,"YOU'VE FOUND A GEM";IFORN=0TO2000:NEXT:PRINT#400,STRING$(19,32):ITR=TR+RND(300):GOTO2750
2700 IFR=ANDSHIELD<>1THENPRINT#400,"YOU'VE FOUND THE MAGIC WAND";IFORN=0TO2000:NEXT:PRINT#400,STRING$(20,32):WAND=1:GOTO2750
2710 IFR=ANDSHIELD<>1THENPRINT#400,"YOU'VE FOUND THE MAGIC SHIELD";IFORN=0TO2000:NEXT:PRINT#400,STRING$(31,32):ISHIELD=1:GOTO2750
2720 IFR=0THENPRINT#400,"YOU'VE FOUND A MAGIC POTION";IFORN=0TO2000:NEXT:PRINT#400,STRING$(31,32):P=P+1:POTIONP=RND(5)+0:GOTO2750
2730 IFR=10THENRND(5)+0:GOTO2750
2740 PRINT#400,"NOTHING OF VALUE";IFORN=0TO2000:NEXT:PRINT#400,STRING$(31,32)
2750 MAN=MAN+D:POWERAN=D,120:D=0:GOTO2590
2760 GOTO2760

```

We also need

Listing Two - Screen Record

```

420 GOSUB 1490
1490 STR$(30):FORN=0TO300:RAN=RND(100):NEXT:RETURN

```

You can have the

Listing Three - Screen Restore

```

1500 FORN=0TO300:POWER=BC+H,0:0:NEXT:RETURN
2760 PRINT#320,"*****";RAN=RND(100):GOTO1500

```

Now you know what the program can do and what to do next

Listing Four - Potion Routine

```

2090 IFAS="P"THENRND(31)30
3130 PRINT#440,"POTION SAUCE";INPUT#1POT(0)V=1THENPRINT#440,"IT'S INCOGNITIVE";IFORN=0TO2000:NEXT:PRINT#440," "
3140 IFPOT(0)V=1THENRND(50):IFRND(0)000001EL50POTION(V)=0:RETURN
3150 IFPOT(0)V=0THENPRINT#440,"YOUR NOSE TURNS A FUNNY COLOUR";POT(0)V=0:FORN=0TO2000:NEXT:PRINT#440," "
RETURN

```



```

3160 IF POTION(V)=3 THEN PRINT @440, "IT DOES NOTHING" : (FORM=0
    TO 2000) NEXT : PRINT @440, " " : IF POTION(V)=0 RETURN
3170 IF POTION(V)=4 THEN PRINT @440, "YOUR IQ INCREASES" : (F
    FORM=0 TO 2000) : PRINT @440, " " : IQ=IQ+RND(5)+10 : (POTI
    ON(V)=0 RETURN
3180 IF POTION(V)=5 THEN PRINT @440, "THERE'S NOTHING IN IT" :
    FORM=0 TO 2000) NEXT : PRINT @440, " " : RETURN
3190 PRINT @440, "YOU GAIN" (L=END(10)) : PRINT : "POINTS OF
    ENERGY" : (EN=EN+L : POTION(V)=0 : FORM=0 TO 2000) NEXT : PRINT @
    440, " " : RETURN
    
```

*My solution comes  
in April... you can  
reconstruct*

#### Listing Five - Medallion

```

510 IF HEAD(1) THEN HEAD=HEAD+1 : IF DEAD=10 AND CASTLE(1) AND
    PL<1 THEN G770
520 IF HEAD=BARF : CASTLE=1 OR PL=1 THEN PRINT @320, "YOU'RE ALIVE
    AGAIN" : (FORM=0 TO 2000) NEXT : PRINT @320, STRING$(19, 32) : I
    B=(RND(50)+1) : (3) : DEAD=@GOSUB 340
3400 IF EN<=BARF : CALL 10M(1) THEN GOTO 3770 ELSE IF EN<=5 THEN
    PRINT @320, "YOU'VE GOT 16 HOURS TO GET HOME" : (FORM=0
    TO 2000) NEXT : YZ=1
3770 IF YZ=1 THEN PRINT @320, STRING$(31, 32) : PRINT @440, " " :
    PRINT @440, STRING$(32, 32) : (DEAD=1) YZ=0 : RETURN
    
```

*Spells are needed to  
enter a safe passage  
through the valley.  
The last doors will  
close on us for ever*

#### Listing Six - Spells

```

2940 IF AN="S" AND WARD=1 THEN GOSUB 3250 : SP(1)=SP(1)+1 :
    IF V=1 THEN ER=0 : (H=H+EN) : (INT(EN(16)/2)) : YZ=1 : IV=0
2950 IF YZ=1 THEN FORM=0 TO 2000) NEXT : PRINT @320, " " : PRINT @440,
    " " : PRINT @440, STRING$(31, 32) : YZ=0 : RETURN
3250 PRINT @440, "SPELL NUMBER" : (INPUTS
3260 IF >=AND(RND(4000)+10 AND SP(1)) THEN PRINT @440, "THE
    MONSTER FALLS ASLEEP" : (FORM=0 TO 2000) NEXT : PRINT @440,
    " " : IV=1 : (G=1) : (RND(5)+5) : RETURN
3280 IF >=AND(RND(4000)+10 AND SP(2)) THEN PRINT @440, "THE
    MONSTER IS BLINDED AND RUNS OFF" : (FORM=0 TO 2000) NEXT :
    PRINT @440, " " : PRINT @440, STRING$(31, 32) : IV=1
3290 IF V=1 THEN IQ=IQ+RND(5)+5 : RETURN
3300 IF >=AND(SP(3), AND(RND(4000)+10 AND SP(4))) THEN PRINT @440, "THE
    BASIC SHIELD HOLDS" : (FORM=0 TO 2000) NEXT : PRINT @440, " " :
    V=1 : (G=1) : (RND(5)+5) : RETURN
3310 IF >=AND(SP(4), AND(RND(4000)+10 AND SP(5))) THEN PRINT @440, "THE WIZ
    ARD FALLS ON THE MONSTER" : (FORM=0 TO 2000) NEXT : PRINT @440,
    " " : V=1 : (G=1) : (RND(5)+5) : RETURN
3320 IF >=AND(SP(5), AND(RND(4000)+10 AND SP(6))) THEN PRINT @440, "THE
    MONSTER IS ENVELOPED IN DARKNESS" : (FORM=0 TO 2000)
    NEXT : IV=1
3330 IF V=1 THEN PRINT @440, " " : PRINT @440, STRING$(31, 32) : (IQ=
    IQ+RND(5)+5) : RETURN
3340 IF >=AND(SP(6), AND(RND(4000)+10 AND SP(7))) THEN PRINT @440, "THE
    MONSTER TURNS INTO JELLY" : (FORM=0 TO 2000) NEXT : PRINT @
    440, " " : (G=1) : (RND(5)+5) : IV=1 : RETURN
3350 IF SP(1)=1 THEN PRINT @440, "YOU HAVEN'T GOT THAT
    SPELL" : (FORM=0 TO 2000) NEXT : PRINT @440, " " : RETURN
3360 PRINT @440, "THE SPELL FAILED" : (FORM=0 TO 2000) NEXT :
    PRINT @440, " " : RETURN
    
```

*For more examples  
come after us each  
month and you  
will see for*

#### Listing Seven - Ability Control and Rest

```

450 IF IQ=400 THEN IQ=400
470 IF EN=400 THEN EN=400
    
```

Continued on page 34

Continued from 33

```

400 IF ST=400 THEN ST=400
2420 IF A$="S" AND (CH=EX OR EN=100) THEN ER=ER+RND(10)*2
2430 IF ST=400 THEN ST=400
2440 IF EN=400 THEN EN=400

```

Read me — you are  
missing out a spell

#### Listing Eight — Spell Check

```

2420 IF A$="S" AND A$=1 THEN A=000
4200 FOR N=0 TO 9:40STEP 32:PRINT N," " :NEXT
4210 PRINT A$;N;STRINGS(30,32);
4220 FOR N=1 TO 9
4230 PRINT A$;N+1*(N-1)*32," SPELL" (N) "=" (SPELL (N) )
4240 NEXT
4250 FOR N=8 TO 0:0STEP 32:PRINT N," " :NEXT
4260 FOR N=0 TO 9:40STEP 32:PRINT N," " :NEXT
4270 PRINT A$;N;STRINGS(30,32);
4280 RETURN

```

A short form and a  
little with a main  
Can these help you  
on your quest?

#### Listing Nine — Forest

```

290 R=RND(100)+100:IF PEEK(N)=%A AND PEEK(N+1)=%A THEN FOR N,
%:FOR N=1,%:FOR L=0 TO 2:0
400 IF P=0 AND PEEK (R+N+0)=%A THEN M=N+R+1:FOR M=N-0,%:1:0=
PEEK (M):M=M+N+1:1:1=143:FOR L=0 TO 1:0:0:0
420 IF PEEK (R+N+0)=175 AND (MAMP=1 OR F=1) THEN GOTO 1500:
M=N+1:0:M=MAMP+0:1:0:1:0:1:0:0
740 IF F=1 THEN PRINT A$;N," IN THE FOREST"
800 FOR N=32 TO 64 STEP 32:PRINT N,CHR (175);STRINGS(30,32);
CHR$(175);:NEXT
890 FOR N=0 TO 70:1:0=RND(100)+100:0
900 IF PEEK(10)=%A THEN P=EX,%
910 NEXT
920 F=1
930 PRINT A$;N," IN THE FOREST"
940 GOTO 1470
950 PAT=84:R=N+12:%
960 RETURN
1470 PONE=077,171:PONE=070,171:PONE=079,171:PONE=120,171:
PONE=131,171:PONE=132,171:FOR N=1:60 TO 1:63:PONE,171:
NEXT
1400 PONE=170,171:PONE=130,159:PONE=129,%:RETURN

```

Draw the castle. A  
castle a number of  
when working  
printed out  
displayed it could  
and the screen of  
out

#### Listing Ten — Castle

```

400 GOTO 700
740 IF 1=15 THEN 700
870 FOR N=0 TO 2880 STEP 32:PRINT N,STRINGS(32,32);:NEXT
900 PRINT A$;N," IN THE CASTLE"
990 TIME=0
1000 PRINT 0,STRINGS(16,171);PRINT 0,0,(CHR$(171));
1010 PRINT STRINGS(14,32);CHR$(171);PRINT 0,0,CHR$(171);
1020 PRINT "##";:FOR N=0 TO 4:PRINT CHR$(171);:NEXT:PRINT "##";
1030 PRINT CHR$(171);CHR$(171);: " (CHR$(171);)";CHR$(171);: " (CHR$(171);
1040 PRINT 0,0,CHR$(171);: " (CHR$(171);)";CHR$(171);: " (CHR$(171);
1050 PRINT CHR$(171);: " (CHR$(171);)";CHR$(171);: "####";
CHR$(171);
1060 PRINT 130,CHR$(171);: "##";CHR$(171);: "#####";CHR$(
171);
1080 PRINT "####";CHR$(171);PRINT 0,0,CHR$(171);: "##";CHR$(
171);
1090 PRINT CHR$(171);: " (CHR$(171);CHR$(171);CHR$(171);
1100 PRINT " (CHR$(171);)";CHR$(171);CHR$(171);

```

```

1110 PRINT CHR$(191)+PRINT$200, CHR$(191)+ "*****"; CHR$
(191);
1120 PRINT CHR$(191)+ "*****" (CHR$(191))
1130 PRINT$232, CHR$(191); " " $D TRIM$(19,191);
1140 PRINT "****"; #FORN=0 TO #PRINT CHR$(191); #NEXT
1150 PRINT$264, CHR$(191); " " $D CHR$(191)+ "*****" (CHR$(191));
1160 PRINT CHR$(191)+ "*****"; CHR$(191); CHR$(191); CHR$(191); CHR$(191);
1170 PRINT$296, CHR$(191); CHR$(207); $D TRIM$(19,191)
1180 FORN=0 TO 0800:G=2
1190 X=0ND(90)+32:Z=X+RND(14)+1000
1200 IF PEEK(X)=%B THEN MP=EX, S06=EL,SG=TO:1:90
1210 NEXT
1220 MAN=130+Z+207
1230 POB=MAN-36
1240 IF 14>400 THEN N10=400
1250 IF POB=400 THEN N10=400
1260 IF 5<400 THEN N10=400
1270 IF RND(14)=2 AND N10=0 THEN N10=2770
1280 IF DEAD=0 THEN N10=DEAD+1:IF DEAD=0 THEN 3770
1290 GOSUB 360
1300 GOSUB 2300
1310 G=6+I:IF E=0 THEN N10=0N-14E=0
1320 IF PEEK(MAN+0)=%B THEN MAN=MAN+0:POB=MAN-0, Z+2=PEEK
(MAN):GOTO 1340
1330 IF PEEK(MAN+0)=106 THEN MAN=MAN+0:POB=MAN-0, Z+2=%B:
EL,SG=400
1340 B=RND(5)
1350 IF B=AND MAN ET=0 THEN PRINT$=00, "YOU'VE FOUND THE
AMULET!"
1360 IF B=AND AMULET=0 THEN MP=0 TO 2000: NEXT (PRINT$=00,
STRING$(24,32)):GOTO N+RND(10)+10
1370 IF B=AND AMULET=0 THEN N10=I+RND(10)+10:ST=ST+RND(10)+
10:IF RND(170)+SHELL(N)=100 AND T=1 AND E=1
1380 IF E=5 THEN PRINT$=00, "YOU'VE FOUND A PRECIOUS STONE!!";
ET=1:R=RND(5)+100
1390 IF E=5 THEN MP=0 TO 2000: NEXT (PRINT$=00, STRING$(31,32))
1400 IF E=4 THEN PRINT$=00, "YOU'VE FOUND A WORTHLESS STONE!!";
MP=0:GOTO 2000: NEXT (PRINT$=00, STRING$(31,32))
1410 D=0
1420 IF D=0 THEN MP=4E(1321,96)
1430 IF MAN=1321 THEN N1=143:IF RND(327)+276>0 STE=0:PRINT MAN,
STRING$(31,32):I=0:GOTO 1:PRINT 00, STRING$(32,175)
1440 IF MAN=1321 THEN N10=2000, STRING$(32,175):IF E=1 THEN
GOSUB 0:MAN=1164:GOTO 1430:CLOSE GOSUB 000:MAN=1164:
GOTO 430
1450 GOTO 1230

```

Adding the location number. Copy with a few more and you have a program.

Listing Eleven - Swamp

```

300 N=RND(200)+100+I:IF PEEK(N)=%B THEN N10=40:EL,SG=0
500 IF PEEK(MAN+0)=45 THEN MP=MAN+0:POB=MAN-0, Z+2=PEEK
(MAN):G=MAN+N:Z+2=143:GOSUB 0:GOTO 400
700 IF MAN=1 THEN PRINT$=00, "IN THE SWAMP"
900 FORN=32 TO 256:STE=0:PRINT MAN, CHR$(175); $D TRIM$(30,32);
CHR$(175); #NEXT
810 FORN=810 TO 900:G=RND(255)+1000
820 IF PEEK(X)=%B THEN MP=EX, 107
830 NEXT
840 PRINT$320, "IN THE SWAMP!"
850 GOSUB 1470
860 PATH=0:SWAMP=1:MAN=1296
870 RETURN

```



**THE BARRAGE** • A full-screen 2D action game that has you attacking a castle with a cannon. The castle has many towers and you have to destroy them. The castle has a shield that you can use to protect the towers. The castle has a shield that you can use to protect the towers. The castle has a shield that you can use to protect the towers.

Two player  
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**POISON** • A full-screen 2D action game that has you attacking a castle with a cannon. The castle has many towers and you have to destroy them. The castle has a shield that you can use to protect the towers. The castle has a shield that you can use to protect the towers.

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Z801 C4.45

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Z801 C6.95

**THE BARRAGE** • A full-screen 2D action game that has you attacking a castle with a cannon. The castle has many towers and you have to destroy them. The castle has a shield that you can use to protect the towers. The castle has a shield that you can use to protect the towers.

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## G Murder at the Manor

**MURDER AT THE MANOR** is a full-screen 2D action game that has you attacking a castle with a cannon. The castle has many towers and you have to destroy them. The castle has a shield that you can use to protect the towers. The castle has a shield that you can use to protect the towers.

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# YOUR ADVENTURES

# A subroutine that serves two purposes

Andrew Gregory suggests a variation to the input sequence for the Spectrum (this page). His program derives the dual purpose of enabling you to prompt for responses anywhere you like on the screen and can conveniently be used as a subroutine. From a 13-year-old schoolboy in Kent, Tom Hyde, comes Rescue, a game in which you pit your wits against vicious traps before freeing some hapless prisoners (page 46). In a program based on the cartoon Master of the Universe, a distressed princess is in need of help so the player takes the form of a hero to rescue her (page 47). And for BBC micro users Andy Mitchell examines the uses of the SAVE command in adventure games (page 48).

Send us your adventure listings — modules which readers can incorporate into their own games, short adventures and useful programming routines are all welcome. Please send us a printed and cassette along with a general

description of the program and details of how it is constructed and can be used. If you want us to return your program, enclose a stamped, addressed envelope. If you have any queries on the listings, write to the appropriate author, Your Adventures, Micro Adventurer, 10-13 Little Newport St, London WC2R 2LQ

From Andrew Gregory in Buxton  
ONE OF THE key features of any adventure game is the input sequence. Although there is nothing wrong with the conventional Spectrum input you can get a lot better.

The program enables you to prompt for responses anywhere you like on the screen and can conveniently be used as a subroutine in your own program. When the subroutine is called the input area is delimited by flashing cursors and END is entered.

Although it would be simple to give the routine any number you wish, an example is given in BASIC. It is simple to use the routine — I have used line 9000 as a typical example.

Pointy values are given to X and Y — these are the screen co-ordinates of the prompt. Z is the length of the prompt (the maximum is obviously the length of the screen). The routine is called with GOSUB 9000 once completed. It will have returned your input at ZS and the length will be

variable Z. An input equal to or lower than 0 is allowed and the default key functions are normal.

You could check input with a line like 9004 IF CODE 25=08 OR CODE 25=09 THEN KEEP 1:2 LET X1 = X1 - 1: GOTO 9014

As it stands there is a problem with the routine in that Z must be defined before the routine is called and must be defined as the length of the input you expect. However, it should be fairly simple to use the Spectrum's string handling abilities to allow for screen data input.

Let 9000 act as an abbreviation  
9000 LET Y=0: LET I=0: LET Z=0  
9005 9000 IF IS DO Z:

'Drop cursor' THEN PRINT AT I,0  
'I don't see the status here'

To use the routine in screen wrap (Wrap status) was prompted. Obviously there is no need to have the input area marked off with the symbols. I've used here — you might wish to use your own user defined graphics, chosen screen

```

9000 LET Y=0: LET Y=10: LET Z=11
  GO SUB 9000 IF Z&1 TO I:="Drg
  status": TO Z: THEN PRINT AT I
  0,0: "I don't see the status here"
9005 IF X1=0 OR Y+Z+1:31 OR Z=0
  THEN RETURN
9005 PRINT BRIGHT 1: FLASH 1: AT
  X,Y+Z+1: ",,AT X,Y: ",)
9010 LET X1=0
9015 PUNCH 0: Let ZS=INKEYS
9020 IF CODE 24=10 THEN GO TO 90
  00
9025 IF CODE 25=10 AND X1=0 THEN
  GO TO 9015
9030 IF CODE 26=12 THEN PRINT CH
  R: 0: ",CHR$ 0: ", LET X1=X-1: GO
  TO 9010
9035 IF CODE 24:15 THEN GO TO 90
  00
9040 IF PEEK 2555=0 THEN POKE 2
  5555,0: GO TO 9015
9045 POKE 2555,0: GO TO 9015
9050 LET X1=X1+1
9055 IF X1:2 THEN DECP .1,20: LE
  T Y1=X1-1: GO TO 9015
9060 PRINT 25:1: ", GO TO 9015
9065 PRINT AT X,Y+Z+1: ",,AT X,Y
  : ", LET X1=X1+1: GO TO 9015
9070 LET X1=X1+1: IF X1:2 THEN R
  ETURN
9075 LET ZS(X1) = SCREENS (X,Y+X1)
9080 GO TO 9070
  
```

# WALKER

40K SPECTRUM



# ALLA

MOVIE  
SOFT



# LEGEND

WALHALLA Legend is a 485 Kbps on-line computer game with exciting action, suspense and strategy. You can play with up to 16 other players. The game is available on-line, so you can play anytime, anywhere. It's the ultimate in on-line computer games. Legend is available on-line. It's the ultimate in on-line computer games. Legend is available on-line. It's the ultimate in on-line computer games.

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# Master the universe

From R. Freeman in Canada

IN THESE adventure programs for the Spectrum 16 or 48k, the player becomes a hero who is faced with the formidable task of destroying an evil force that holds a distressed planet captive.

The game, based on the cartoon Master of the Universe, has to be typed in on three pages. Each program one and then enter page 200 to start your program. Each with the data and copy page 200 to save. (The

program releases the letters.) Enter the main program and save by entering SAVE THE MAN" LINE 1

### Variables

- Score — score
- Level — level
- Location — room
- Map — map
- Sound — sound
- BC — Score board

- A — money enough
- Strength — your strength
- C — control
- (see H and D)

### Lines

- 10-140 Set up view and graphics
- 200-4000 Game
- 5000 Save game
- 9000 Data for graphics
- 9500 Instructions

```

10 ID NUMBER OF PAPER BY 1000 11 0
20 PRINT AT 0,0, "PLEASE WAIT"
30 GOTO 4000
40 GOTO 4000
50 BEEP : .01 BEEP : .1 :
TO CLR
60 LET SCORE=0
70 LET LIVES=3
100 LET STRENGTH=10
110 LET WEAP=0
120 LET WEAPON=0
130 WEAPON=0
140 WEAPON=0
150 LET STRENGTH="00000000"
160 LET WEAPON="000000"
170 PRINT AT 0,0, "WELCOME TO A-LEO'S"
180 SCORE=0, SCORE
190 PRINT AT 0,0, "ENTER REPORT"
210 PRINT AT 0,0, "WELCOME TO A-LEO'S"
220 SCORE=0, SCORE
230 PRINT AT 0,0, "ENTER LIVES"
240 PRINT "ENTER LEFT", STRENGTH
250 PRINT "ENTER LEFT", WEAPON
260 LET WEAPON="000000"
270 PRINT "ENTER LEFT", WEAPON
280 LET WEAPON="000000"
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Subscribing is a whole series of the best adventures involving an enormous hole database with instant answers. You receive, clearly, carefully picking your way over the dark water, slowly avoiding the huge currents that flow continually from the high, curved ceiling. From the corner of your eye you notice a distant weather floor against which you can just discern some letters. It goes down the dust of confusion between the words become clear.

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YIP! A HOW when this month's software — and if you're an avid video adventurer you'll be starting to drop the occasional hard disc, and there about an afternoon, you want.

What to ask for? If you're a Spectrum owner, but are doubtful then that is the adventure to request. It is a game which is why it's a good idea to ask for it as a Christmas present — but then the package does include the book of The Hobbit and a knowledge of the book is necessary to play the game.

If you're an old hand at adventures it's a good bet that your library of programs will already contain The Hobbit or which case Microsoft's Villains is a bet. The same goes in the Melbourne Master class... a disc was made a book (although there is a really illustrated manual but the program alone is worth the price and so to read the manual).

If you're a BBC Com modore or Am, could you still unfortunately not be able to see Villains unless Microsoft have released one a version for some machine. Only the lucky Melbourners will have the

## ADVENTURE HELP

If you need advice or have some to offer write to Tony Bridge, Adventure Help, Micro Adventure, 12 1/2 Little Newport St, London WC2H 3LP



version of please Villains for The Hobbit is now available for your machine so this should be top of your Christmas list.

For the Spectrum, BBC Commodore, Lynx, Atari, Am, and Macintosh machines Level 9 have a fascinating series of four adventures. The titles are Cultural Adventure, Adventure Quest, Dungeon Adventure and Secret 17.

For Spectrum and Am owners the adventure from Am, which now number 15-16 are not as intense as Level 9's but can be recommended for the more game Golden

Apple departs from normal Am's practice being dropped with coloured text. It is available for the Spectrum.

For those that a fantastic adventure for Spectrum owners were its release several months ago. It is available for the Am, the BBC, and the Dragon 32. When first released it was indeed a thrill among adventure fan because with the price offer of the Golden Standard.

Automatic saved release. So you can save after a game. It is highly recommended to read a manual file as a new edition is being put in

circulation during the year.

An extensive series of adventures numbering 15 with another two to be released before Christmas is available from Digital Designs and Central 8 Software. Between them they offer versions for the BBC Spectrum Am, Atari Commodore and Dragon 32 machines.

Apart from those just about all the adventures for the year are published in America. I've professed but can't remember how many are good and if I could have one it would be the Zork ones from Infocom. These four adventures are the spine-of-the-year programs. There is such a Zork from Infocom which is available for Am and Am, and also to Am. Zork is available for the Commodore, IBM PC, and other CP/M systems, as well as the Apple.

There are many adventures, available for the Dragon most of them are only in the Newlander but the to advance in those that I have discussed include only two of which President's Tomb and Lost in Space, include a beautifully illustrated manual containing details of the systems with which to play. If the quality

### ADVENTURE CONTACT

**MICRO Spectrum Adventure Help. Comic Problem.** After travelling south from station I fell there is a maze. Is this maze purely random maze I have been unable to map it? Also do the boxes point in the grid-like room after any period — I have completed the adventure without using them? Name: James Tully Address: 71 Victoria Avenue, Claptonville, Warrington, Cheshire.

**MICRO Dragon 12 Adventure Secret 17. Adventure Help.** How do you see through the Golden Chair? Name: A. Peckley Address: 12 Huddersfield Rd, Worsley, Liverpool.

**MICRO BBC Adventure Phelosopher's Quest Problem.** The watch right at the end — I've got it working, will that need to be modified (and I can't find anyone to do this) Name: J. A. Bibby Address: 41 Longfield Rd, Clapham, Barking, Essex/Essex.

**MICRO Spectrum 48K Adventure 'Samurai'.** Lower Opuslander Problem. Unable to get out of the palace room. Also how to get to the steps

please Name: Ron Worthington Address: 4 Larncombe Rd, Wotton, Somerset. **MICRO Vic 20 Adventure**

Soxoko 4.4mb 4.4mb. Added Problem. How do I get through the creek on the 4.4mb when we see the oak and track out

off the road to find? Name: D. May Address: 27 Fore St, Westbury, Dorset, Dorset. **MICRO ZX Spectrum Adventure** Topography Island Problem. I am able to gain fairly high scores and can see tracks in the 100000-200000 — but can I see a way further? Name: Paul T. Beebe Address: Millers Lane, Lutteridge, Bedfordshire, Bedfordshire.

**MICRO BBC Adventure** Labyrinth. Problem. After trying the wall how do I get across the bridge without it collapsing? It appears to be a fairly random maze. Location: Broadfield Address: 71 Elmore Gardens, Redditch, Warwickshire.

**MICRO Commodore 64 Adventure** Adventure Path. Problem. How able to survive the trap having reached the selected given. Name: John James Address: 11 Manselwood Drive, Walsby, Lincoln.

**MICRO Spectrum 48K Adventure** Adventure Zoo Problem. How do you get past the sleeping guard? Can you ever reach the place? How can you capture bird? Name: Darren Cooper Address: 21 York Way, Ely, Cambridge.

**HAVE YOU BEEN** among all the users for days or even up to eight weeks in an adventure where problems are unsolvable? Adventure Contact may be the answer.

This column is designed to put adventurers in touch with one another. What you're required is a few minutes may be able to help — and you may be able to solve other people's problems. If you are having difficulty with an adventure fill in this coupon and send it to Adventure Contact, Micro Adventure, 12 1/2 Little Newport St, London WC2H 3LP. We will publish Adventure Contact unless each month in this special column.

Name

Address

Problem

Name

Address

**COMPETITION CORNER**

Tony Roberts tests your skill — send your answers to Competition Corner, Metro Advertiser, 10-15 Little Newport St, London WC2P 3LD



The best 20 answers we receive will win a copy of Level 9's Colossal Adventure. This game is now available on the Commodore 64, Atari, Gric, Lynx, BBC, Spectrum and Nazcom — so let us know which version you want when you send in your competition entry.

# Arrange the rooms to retrieve the ring

I'M AFRAID Trish will be very disappointed indeed. She has spent most of the time hunched at the rear entrance of her sleeping chamber collecting the ring that you obtained from her last month. Now it glimmers on the mantelpiece of her bed room door.

She had refrained in her haste to red lace make her breakfast, and then having it down upon the table of a recently rented animal which, since you haven't eaten for a month, would have driven you crazy, if it were possible to feel hungry with the stomach of Trish's last breakfast being in the air of your cage.

Trish now stands in front of you, her incredible white spider-like eyes staring so wide and dumb just inches from your face. The cage and the cave behind it, back, double, and you seem to be staring high above a vast expanse of blue-tinted dawn bathed in an odd blue light.

The only object visible is a rectangular building directly before you and there are no windows. Nothing else is in the room and your scepter's doesn't move. You cannot see any of the walls.

Now that you shall find it convenient to view all the rooms in the building just before your eyes. All are of the same blue light which appears to shine through the walls of



each room making many dead ends. Be each room is an open. You cannot see how the rooms interconnect. The various systems are unchangeable and flash with some

kind of foreboding. But it is the contents of the rooms that really catch you eye. Here's a list of what you see in each of the rooms:  
A large, round looking stool

with a cloth, a small open chest on a table, by the chest is a specimen of pearls, a pair of large golden rings, a great, polished chair containing a man's head, a set of a large jet bedded chair with an ornamental for a belly button, two very delicate filing cases, the room is flooded. Some rather strange machines seem to be in the water, but there's a dry platform, a rope hanging from a trapdoor in the ceiling is threaded through a gold ring.

As before, it is the Ring that Trish wants. She will stop you once the ring and wait for you to be the only door into the building at ground level.

She tells you that your personal vitality will survive no passage through the blue liquid fields provided you bring her the Ring. You can keep anything else you like easy.

What rooms should you pass through and what treasure can you get? Be realistic, you only have your two hands.

As a no brainer, complete the following sentence in less than 10 words: "What makes a good adventure is"

Your entry must arrive by the last working day in December. The winners and solutions will be published in the February issue. You may enter only once. Entries will not be acknowledged and we cannot enter into correspondence over the result.

MY NAME IS DIAMOND, DAN DIAMOND I'M A PRIVATE COP. I WORK THE BIG APPLE A SEETHING METROPOLIS FILLED WITH HUMAN MISERY AND CHINESE TAKEAWAYS.

NORMALLY I ONLY DO ROUTINE DIVORCE CASES BUT WHEN SHE WALKED INTO MY OFFICE I FOUND MYSELF INVOLVED IN A CASE SO STRANGE THAT

IT MADE THE BIG SLEEP LOOK LIKE A CAT NAP...



## HUNT MINS GRAND PRIZ

An awards ceremony Grand Prix showing party Grand Prix on the track at the start of the race. Cars were held in the hands, caught around the corner. The whole place has gone to the dogs' one driver was reported as my rider and drivers killed before the start of the course part. The finishing line of the race was held in the hands of the driver who was the first to cross the line.

## PLAYER MINS OPEN

Eight eyed operators were privileged to see a...

# Salamanca SOFTWARE

## PRIVATE DETECTIVE DISAPPEARS

The latest news approaching the series editor known as Frank's Tracks, but the software are complete and able to find any trace of him. Current are asked to report any information relating to his disappearance. For further details, see FRANK'S TRACKS and TOMMY's new adventures, plus the DRAGON T and BANANA DICTATOR.

## BANANA DICTATOR

... ..

... ..

## THE DEAD IN EVEREST TRAGEDY

The Everest Expedition in tragedy as Carl and played down a... to a great death the expedition was spotted in Full Command

## COLD WAR NARGHSE A Thousand dead in the Snows

... ..

## NEWS

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